

JAN - JUN

W O R L D O F D A R K N E S S

JANUARY

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
CAINE'S CHOSEN: THE BLACK HAND	VAMPIRE	1-58846-236-6	2428	\$17.95
PLAYERS GUIDE TO GAROU	WEREWOLF	1-58846-313-3	3806	\$29.95
HUNTER: THE SPELLBOUND	HUNTER	1-58846-709-0	8136	\$17.95
CREATURES OF THE WYLD	EXALTED	1-58846-663-9	8803	\$19.95
MIND'S EYE THEATRE STORYTELLER CAP	MET <small>MERCHANDISE</small>		5920	\$15.95

FEBRUARY

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
THE FALLEN TOWER: LAS VEGAS	MAGE	1-58846-408-3	4631	\$19.95
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MARCH

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
COUNSEL OF PRIMOGEN	VAMPIRE	1-58846-237-4	2429	\$19.95
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APRIL

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ROAD OF HEAVEN	DARK AGES	1-58846-285-4	20032	\$16.95
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SLAVE RING (BRUJAH 1)	VAMPIRE <small>FICTION</small>	1-58846-814-3	11120	\$6.99
DEMON MOUSEPAD	DEMON <small>MERCHANDISE</small>		5585	\$12.95

JUNE

TITLE	IMPRINT	ISBN	STOCK#	US PRICE
SUCCUBUS CLUB: DEAD MAN'S PARTY	VAMPIRE	1-58846-240-4	2409	\$16.95
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RUINS OF RATHLESS	EXALTED	1-58846-666-3	8824	\$16.95
DARK AGES: SPOILS OF WAR	DARK AGES	1-58846-286-2	20046	\$19.95
THE DANCE OF SILENCE (JADE 2)	EXALTED <small>FICTION</small>	1-58846-835-6	10084	\$6.99
DARK AGES: RAVNOS (DACN 6)	DARK AGES <small>FICTION</small>	1-58846-823-2	11210	\$6.99
EXALTED T-SHIRT	EXALTED <small>MERCHANDISE</small>	L-5916,XL-5917,XXL-5918		\$21.95

HOWLING

Hello, and welcome to the first ever White Wolf Quarterly!

Combining all the best elements of a product catalogue and a quarterly special-interest magazine, this publication gives you everything you need to know about what's new and upcoming from White Wolf Publishing, including the most up-to-date release information on the books you've been waiting for. And best of all, it's totally free!

Keep your eyes open for these special features inside. They're the hottest releases this quarter from our heaviest hitters in the World of Darkness. For **Vampire: The Masquerade**, we have **Caine's Chosen: The Black Hand**, the definitive resource for that august and terrifying secret organization. For **Werewolf: The Apocalypse**, we have the long-awaited **Players Guide to the Garou**. **Demon: The Fallen** shows us its signature city in **Demon: City of Angels**, and **Mage: The Ascension** gives us a follow up to one of its most original and inventive releases of last year in **Dead Magic 2**.

And finally, don't forget to look out for **Dark Ages: Werewolf**, the next thrilling hardcover sourcebook for the Dark Medieval setting. The Cainites thought they ruled the night. The burgeoning secret Inquisition believed itself to be carrying out an infallible holy quest. The magi build living monuments to their own genius.

Let them all beware the fangs and claws of the ultimate predators. Let them hear the howls in the night beyond the walls of civilization and know that the hunt is on. A hunt in which even they can be the prey.

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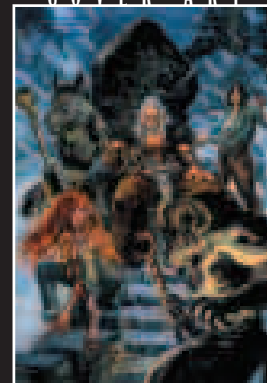


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1554 LITTON DRIVE
STONE MOUNTAIN, GA 30083

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COVER ART



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Dark WOLVES



The Moon Rises High

Peasants huddle in fear around fires, clutching each other tightly as howls ring out in nearby forests. Nobles draw their luxurious blankets tightly around their throats, sensing for all their wealth and power that they are merely food for the beasts at their gates. Clergy clutch their beads and trinkets, and pray fervently for deliverance.

Good Christian folk decry the wolf. *He is the Devil made flesh. He is the eater of children, the thief of the flock. He is a monster, a demon come to gorge on the bodies of the weak and young.*

And sometimes... he walks as a man.

All Lies

Beyond the edges of the forests, beyond the thickest woods where the sunlight barely reaches, the wolves gather. They can walk on two legs, but they have no interest in feasting on humans, "good Christian" or otherwise. They have their own gods and sacred duties, and they answer their calling with all the fervor of a Crusader bound for far-off Jerusalem. Among men,

these creatures would be called werewolves. They call themselves the Garou.

The Garou are proud, strong people. They have gathered in packs and septs since the dawn of time, guarding the places where the Great Mother Gaia touches the world and grants her favor. They protect such havens against the Wyrn, the Father of Corruption, and they have done their duty for thousands of years. Led by the regal Silver Fang tribe, the Garou Nation has coped with the loss of an entire tribe, with the constant threat of humanity's spread, and even with wars among themselves.

But now they are haunted by prophecy.

Songs of Shadows

He emerged from the frozen North, quiet and somber. He was a Theurge, born under the crescent moon, a seer and spiritualist. He called himself Songs of Shadows, of the Red Talon tribe, and said that he bore edicts from Gaia. "They must be heeded and spread to the other tribes," he announced, "else the Garou Nation itself will fall and the Wyrn will

AGES EWOLF



rise triumphant." His tribe, despite its reputation for ferocity, often received visions from Gaia and quickly set about spreading the news. They brought each tribe a warning, a dire portent couched in symbols and riddles.

The other tribes heard them. Some laughed. Some listened. But all quickly forgot. None acted on the warning that had been offered them.

And then, four years after Songs of Shadows appeared, the events of one of the prophecies came to pass.

I saw a wolf in a great maze of stone and glass, but he was unafraid. He knew the maze completely, as he had been there when it was built, and so he had no fear of the spiders that clung to the walls, and he drank the blood of the humans who dwelt there. The wolf strode proudly through the streets, sure that the spiders could not see him, ignoring them and their webs. And then a great shadow in the shape of a cross fell over the maze, and the ground shook, and the spiders leaped at each other and tore each other limb from limb. And the humans fought as well, and the maze burned and fell, and the wolf could do nothing but howl.

Changes and Fear

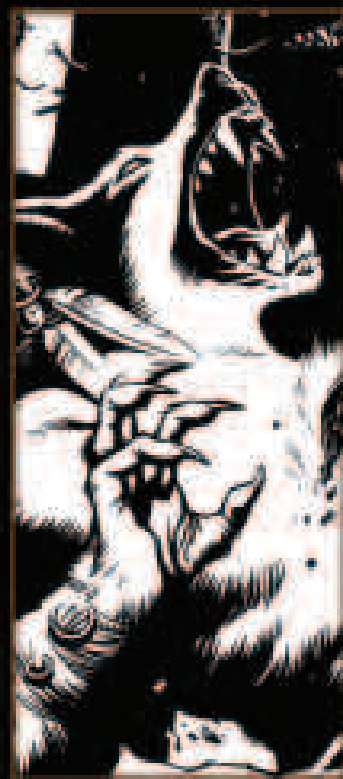
Constantinople fell, and in that horrific event the Garou saw the first prophecy come to pass. For years to follow, packs scoured the lands of Europe searching for clues of the other signs, but they found nothing. Gradually, those Garou who had been alive to hear the first tellings of the visions passed, and a new generation of cubs rose who did not believe the tales.

Now, in AD 1230, the Garou are in dire straits. Human spell casters pillage their sacred places. Soldiers of the Church hunt them with silver. A hideous disease threatens to wipe out the next generation of wolf-born cubs. And perhaps worst of all, the sun darkens, suggesting another prophetic sign... if only the Garou knew what it meant.

Werewolves are in more danger now than ever before. But in danger and fear, a warrior can find glory.

As Luna rises high over the forests of the Dark Medieval world, the werewolves howl their cry to her. That cry is, "Rage!"

Let those who think they rule the night beware.



VAMPIRE

THE MASQUERADE

Going to the Mat for You

by vampire developer
Justin Achilli

each year, we developers put together book schedules that we deliver to our managers. our managers then take those lists to meetings with other managers, where 15 rounds of full-contact kickboxing occur. usually, steve wins because he's six-foot-five and 215 pounds worth of black-belted kung-fu terror. At the end of those 15 rounds, the winner puts all the ideas in a hat and chooses as many of them as it takes to fill out the following year of white wolf game books.

this year, however, i cheated. i sneaked into the conference room while all of the other managers were jump-choking each other and put two books on the schedule that i really wanted to see in print.

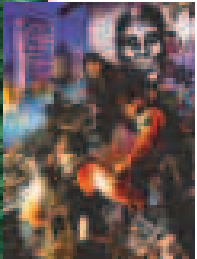
i've always sort of liked the black hand, the sabbat's paramilitary arm. when c.a. suleiman sent me a proposal for a book handling them in depth, i jumped at the chance. one of the things i always liked about the black hand was that it never seemed to do anything, but that everyone was scared to death of it. now *that's* a faction with a skilled publicity manager. the writers and i played off that principle, positioning the black hand as a functional behind-the-scenes force, but not so that it became some all-powerful force that was the "true power" behind *everything*. it's a viable action sect, good for combat-driven **vampire** stories, but it's also full of schemers and spies, and well suited to tales of tangled politics and undead espionage. you get an actual sense of *why* the black hand does what it does.

here's one of the big secrets: the black hand is a gehenna cult. as the prophesied night when the antediluvians arise to consume their childer approaches, the black hand plans to be on the front lines — and it plans to win. hands down, this is one of the scariest

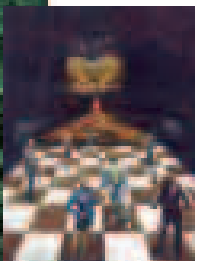
books i've worked on in my **vampire** tenure, because of the sect's fanatical outlook and the fact that it wants to end the world in hopes of remaking something in its own image. if you thought cappadocius was insane, don't invite *these* guys over for dinner.

next is **counsel of primogen**, which is both long overdue and very exciting. since most of kindred society at least ostensibly belongs to the camarilla, and since the camarilla needs a strong hierarchy to impose order, it's only natural that we bring out a book that explores the primogen. while they don't enjoy the ultimate status of the prince or the dedication to purpose of a scourge or sheriff, the primogen are nonetheless very important in city politics. ideally, the primogen of each clan serves as his clan's voice. in reality, however, a primogen is rarely so munificent, making deals in his own favor and neglecting the needs of his clanmates. there are good primogen and bad ones. those who dance at the prince's whims and those who hold the prince on a short leash. now we finally get to see them as more than just an abstraction or obligation.

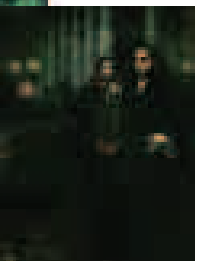
i hope you're as worked up about these books as i am. i know that working on them makes me as giddy as a blood-drinking schoolgirl.



Caine's Chosen:
The Black Hand
page 19



Counsel
of Primogen
page 21



Vampire:
The Madness
of Priests
(Victorian 2)
page 21

The Garou Anew

by werewolf developer
ethan skemp

WEREWOLF THE APOCALYPSE

After the revised edition of **werewolf: the apocalypse** was released, one of the most common questions we received was, “when is the revised players guide coming out?” It was a tricky question. Not too long before the release of **werewolf** Revised, we’d put out the *second edition players guide*. And it was a good book. so the answer was usually, “when we can be sure the new book will be better.” And we thought of ways we could improve on the formula.

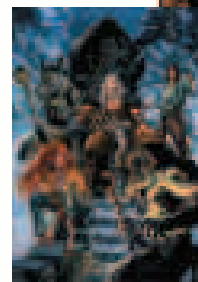
well, we’ve figured it out.

The new **players guide to the garou** is *the* definitive look at the werewolves of the garou nation. It’s streamlined enough to assist the newcomer, while still packed with enough information that the veteran **werewolf** player gets a lot of mileage out of

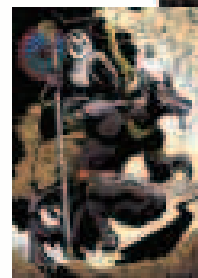
the book. This new hardback contains tons of merits and flaws, fetishes, totems, backgrounds, gifts, rites, archetypes, abilities and more. If you’re looking for something fresh to flesh out your character, this is the book.

But it doesn’t stop there. The **players guide to the garou** is also filled with information on garou society, from their septs and moots to their naming conventions, from the outcast Ronin to the fighting styles of klawe dueling and kailindo. There’s information on the dangers of taint and harano, on the formation of packs, on joining and renouncing tribes, on the garou nation’s history and politics — all kinds of details that any player can use.

so yes, we’re sure the new book is better. we hope you agree.



Players Guide
to the Garou
page 19



Tribebook:
Silent Striders
page 21

Reality for the Taking

They said the war was over. They said it was useless to strive for impossible ideals. people are too apathetic to care. if *you* care, keep it to yourself. Don’t embarrass us with your rants and medieval superstitions. we debunked those long ago.

But who the hell are *they*? The technocracy and the traditions. The technocracy once helped humanity escape the grip of superstition and fear but now allows people to think only *its* thoughts. The traditions try to recover from the war once waged by now-missing masters over a goal no one really understood. caught between a rock and a hard place, most mages chose one side or the other. Then something finally snapped. The council disappeared and the technocracy inherited the earth.

But somebody doesn’t buy it.

something called the Rogue Council is sending messages to mages everywhere, urging new action, new efforts to bring magic back to the world. To strive anew for the forbidden fruit of Ascension. And nobody knows who they are. No amount of scrying can trace the messages back to their source.

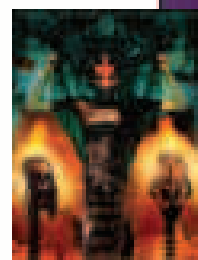
A new generation of mages, ignorant of the true terrors of a technocratic pogrom, takes up this new creed of Ascension. Even a few idealistic technocrats wonder if their ends truly justify their means. These unlikely allies chant the Rogue Council’s mantra in the sanctums and on the streets: *enigma takes you where dogma cannot*.

And this really pisses off the powers-that-be in both the technocracy and the traditions. Things are going to get ugly.

MAGE THE ASCENSION



The Fallen Tower:
Las Vegas
page 20



Dead Magic 2
page 21

> WHITE WOLF > ONLINE

> In addition to supporting a thriving fan club, White Wolf Publishing provides an online home for a flourishing community of fiction and gaming enthusiasts. Sure, our web site tries to give you the most up to date information about all of our new and upcoming books, but it also can connect you to a global community of Storytellers, artists, writers and roleplayers, any time of day or night.

> Visit www.white-wolf.com or www.swordsofceremony.com to discover a world apart.

> GAME_FINDER

> Moved to a new town or lost touch with old friends? Looking for other gamers in your local area? This free service allows you to list your game interests and email contact, and to search other fans' entries in order to help you find compatible enthusiasts in your neighborhood.

> DISCUSSION_FORUMS

> Whether you want to share your ideas with other fans or read the fascinating and creative works others post, visit the White Wolf and Sword & Sorcery forums. Topics are divided according to individual games (such as **Vampire: The Masquerade** or **Exalted**), fiction, fan club information and RPG chat rooms. Fans can even discuss their thoughts on the newest books in the Fiction and Game Reviews.

> FREE_DOWNLOADS

> From book excerpts to wallpaper for your computer screen, White Wolf offers a treasure trove of free downloads. Currently the constantly expanding collection includes a number of free complete Ebooks, adventures, game supplements, quickstart previews of games, and of course a library of character sheets. Though not technically a download, you should also look for such gems as the graphic demonstration of how to play **Vampire: The Eternal Struggle**.

> FAN_SITES

> In addition to an exclusive site just for our fan club, we maintain a searchable database of hundreds of fan-created Internet sites. Operating

under our fair-use guidelines, a thriving community of writers, artists, gamers and programmers have created an incredible wealth of unofficial and unpublished material begging for your exploration.

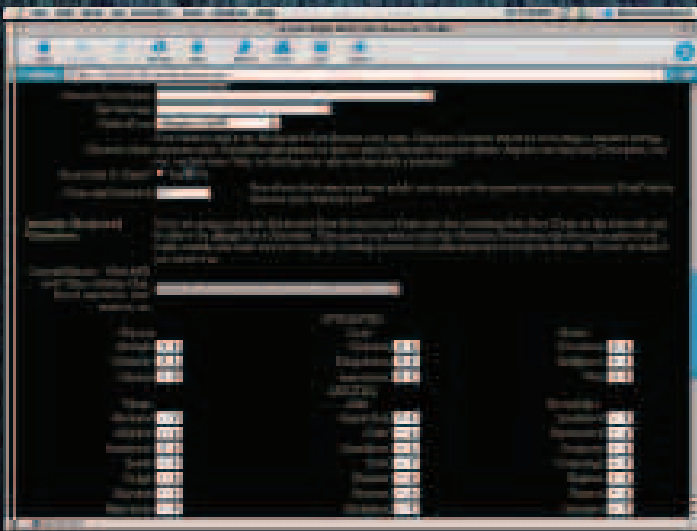
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> ROLEPLAYING_GAME_CHATS

> The most active and vibrant parts of our online community are surely the interactive gaming areas that run non-stop. Storytellers, Game Masters and players alike join together in our chat rooms to enjoy hours of fun roleplaying games. In fact, we offer so many different venues that you may have trouble choosing the best one for you. Start by deciding what general type of game you want, and then follow the link to Interactive on the White Wolf site or to RPG Chat Games on the Sword & Sorcery site.

> If your computer can run small Java applets (most of them can) and you would like a fairly structured game, try our World of Darkness



setting **New Bremen**, Exalted setting **Jade City**, Scarred Lands setting **Fangsfall** or Ravenloft setting **Rookhausen**. In addition, by the time you are reading this, we will have launched our brand-new Dark Ages **Bremen** chat that incorporates all the elements of the recently released **Dark Ages: Vampire**.

> **New Bremen** is a dangerous post-Reconstruction metropolis found somewhere in the Southeastern United States. It is home to the same sinister secrets and dark denizens inhabiting the rest of the World of Darkness. Official volunteer Storytellers run concurrent **Vampire: The Masquerade**, **Werewolf: The Apocalypse**, **Mage: The Ascension** and other World of Darkness Storyteller games. Features include a sanctioned character database ensuring that all characters start on equal footing and are recognized as they advance in power, a dynamic Java scripting which allows for extensive text-based roleplaying game experience, and an official online dice roller.

> **Jade City** is the capital of a decadent island satrap of the Dragon-Blooded Empire of the **Exalted** world. Official volunteer Storytellers run games exploring the Exalted and their heroic exploits, from the re-emergence of the legendary Solars to the savagery of the feral Lunars. Artifacts from the First Age and a Dynast's ransom of jade lies buried in ancient tombs and in a slumbering volcano's mines. Greed and glory mix to provide an anime adventure of epic proportion. Beasts of the Wyld and deadly provincial politics compete for the blood of heroes.

> **Fangsfall** is so-named for the gigantic tooth of the titan Gaurak that crashed to the earth during the Titans War. Official volunteer Game Masters run D20 adventures featuring the exciting creatures, relics and rituals of Sword & Sorcery's Scarred Lands. From its origins as a Charduni

dwarven outpost to its newfound reputation as a haven for refugees, Fangsfall has a troubled history. Trapped between the goblinoid hordes of the Fang Quarry and the serpent men of the Swamps of Kan Thet, cut off from much of the world by desert and treacherous seas, it is a city of brave pioneers and desperate castaways.

> **Rookhausen** is the crumbling domain of horror that introduces **Ravenloft** 3rd Edition to the online world. Official volunteer Game Masters run D20 adventures showcasing the terrifying denizens who make Ravenloft's citizens bar the doors and shiver during nightmarish sleep. Nine rival houses strive to outmaneuver their noble peers with the city's populace shouldering the burden of their clandestine atrocities. Meanwhile, charlatans and men of honor alike decry the inhuman beasts that lurk in the shadows, waiting for night to fall.

> While our moderated settings are our most popular ones, lots of Storytellers and Game Masters want to run their own games. We accommodate this too. The White Wolf site offers an **Unmoderated Storyteller RPG Chat** area, and our Sword & Sorcery site provides an **Unmoderated D20 RPG Chat** zone.

> For those fans whose computers do not support Java or who simply prefer an HTML-based interface, we also provide interactive HTML chat areas. The Moderated **World of Darkness: Necropolis** setting has been in existence for over six years. Hardcore fans maintain a number of sites dedicated solely to this long-running chronicle and its storytelling legends. Descending from a legacy of mutual online gaming experiences, many players also run independent White Wolf games in the **Open Gaming Rooms**, also found in the HTML Chat area of the site. |



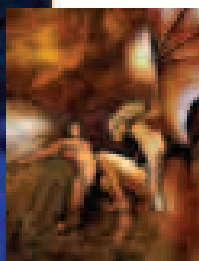
DEMON

THE FALLEN

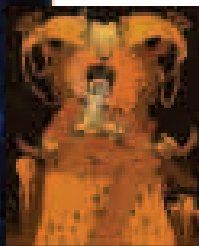
Send me an Angel



Demon:
City of Angels
page 20



Demon:
Fear to Tread
page 22



Ashes and
Angel Wings
page 22

demon: The fallen, white wolf's storytelling game of infernal glory, gains a wealth of storyteller and player supplements in 2003. It begins with **demon: city of angels**, a city sourcebook in the tradition of **chicago by night**. **city of angels** provides storytellers with a ready made setting amid the grit and glamour of Los Angeles, offering a wealth of information on the city's history, culture and personalities, both mortal and fallen. Struggling to rebuild itself in the wake of a powerful

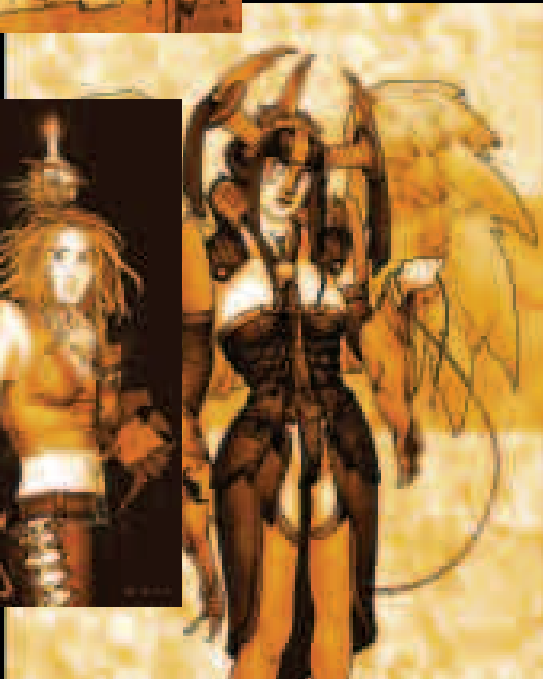
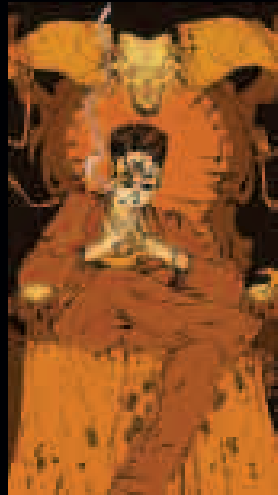
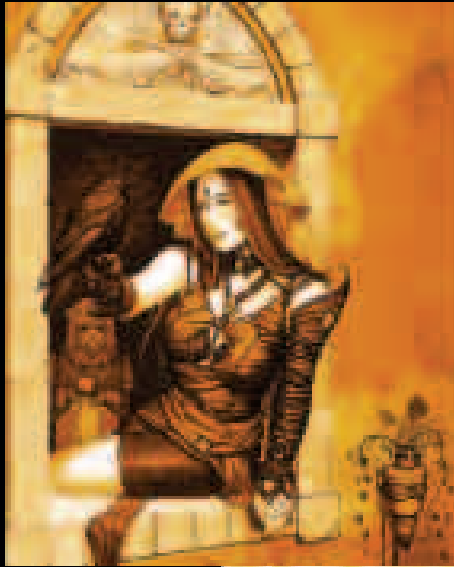
earthquake and a week of devastating riots that culminated in the appearance of a glorious angelic figure believed to be Lucifer himself, Los Angeles has become a mecca for the angels of the Abyss, and the potential site of a new infernal court. But as the fallen vie for control of the city's five million souls, they are themselves hunted by ancient, monstrous beings known as the earthbound. These awesome entities seek to enslave or destroy the newly freed demons to advance their own nightmarish schemes. The earthquake and riots are only a prologue to a greater struggle for the denizens of Los Angeles, the repercussions of which could reverberate across the entire world — and beyond.

city of angels provides storytellers with a plethora of potential chronicles that suit almost any style of play, from political intrigue to action-packed battles in the city's rubble-strewn streets. Do characters vie for the right to rule the court or do they raise a band of rebels to oppose a tyrannical regime? Do they avoid the corrupt touch of court politics and fight to

take back the streets from mortal and infernal monsters? Anything is possible and the information here (particularly the chapters on creating fallen courts) can be used with any **demon** setting.

Hot on the heels of **demon's** city book comes **fear to tread**, a collection of stories that can be run individually or linked together to form the basis of a large chronicle for virtually any setting. **fear to tread** contains three stories, each with a different focus and style of play, while these stories draw upon events and personalities introduced in **city of angels** and **Lucifer's shadow** (the **demon** fiction anthology), you don't have to own either to use this book. **fear to tread** can be used as a gateway to **city of angels**, drawing the characters into the intrigues of the game's signature setting, or it can stand on its own as a source of ideas and inspiration for your own game. Five sample characters are included, allowing you to jump right into the story with a minimum of preparation. All you need is the **demon** core rules, some dice and your imagination.

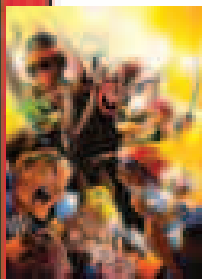
ARTIST SPOTLIGHT

RK
post

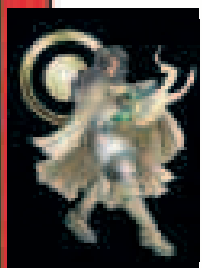
rk graduated from Northern Illinois University with a BFA in the fall of '94 after several years of going full and part time supporting a family. Just prior to graduation, he started freelancing the fantasy gaming industry doing interior illustration gradually teaching himself how to paint. rk garnered a staff illustration position at TSR (Dungeons and Dragons) in the fall of 1996 painting cover illustrations for games and novels. The RPG giant was purchased by Wizards of the Coast (Magic: the Gathering) within a year and he trekked Trina and the three boys out to the Seattle area. WotC and rk have parted company since the winter of 2000 and now he works as a full time freelance illustrator still contracting occasional assignments through the subsidiary of Hasbro, Inc. Mr post has contracted and work through White Wolf, Microsoft (X Box), LucasFilm, Sega (Dreamcast), Nintendo, Ballantine Books, Science Fiction Book Club, Hasbro (television and animation), Marvel Entertainment, and Blizzard Ent (Daablo 2). rk post now has his collected works available in a hard cover art book, Postmortem: the Art of rk post through Cartouche Press (www.cartouchepress.com). New and continuing work can also be seen at www.rkpost.com and www.rkpost.net and retail sales are handled at: <http://www.daydream-graphics.com/artists/post/main.asp>.

EXALTED

Exalted Times



Creatures of the Wyld
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Castebook:
Eclipse
page 20

The beginning of 2003 sees two releases for **exalted**. First is **creatures of the wyld**, slated for release in January. Developed in response to fan demand, this is a collection of some of creation's strangest and most dangerous inhabitants. The book details not just wyld-touched creatures and exotic beasts, but

also many of the behemoths and self-motivated automata that walk the world of **exalted** at the dawn of the Age of Sorrows. These relics of the First Age possess vast power and ancient memories, and are certain to play crucial roles in the coming time of tumult. **creatures of the wyld** showcases both talented new writers and regular contributors to the line: Rob Barrett, Eric Brennan, Genevieve Cogman, Conrad Hubbard, Mikko Rautahlati, Aaron Rosenberg, Scott Taylor, David Wendt and William Wulf. Their many voices give the work a diverse feel without compromising **exalted**'s tradition of creative excellence and narrative sophistication.

The second title is **caste book: eclipse**,

slated for release in February. The last caste book is a look at the most diplomatic and enigmatic of the five solar castes. Like the rest of the caste series, **eclipse** details the opinions and attitudes of five newly exalted. From the warrior-diplomat swan to the deadly and enigmatic mirror flag, these characters present a wide array of personalities, underlining the variety of these ultimate negotiators. Featuring writing by Brian Schoner and Will Van Meter, this book brings the caste book series to a bright finish. With the publication of the final caste book, the series places some 50 solar characters in your hands to be used as allies or enemies to players' heroes.

CREATURES OF THE WYLD PREVIEW

Arad, The First Hunter:

Perhaps the first hunter or perhaps merely foremost among that breed, Arad was a weapon wielded against the Exalted during the Primordial War. For millennia, he was forced to live on the fringes of Creation. Now the only prey that could elude him has returned.

The Thousand Forged Dragons:

Weapons of the First Age designed to seize and hold Manses against Exalted foes. Even today, some of these terrible machines still patrol their designated zones, while others have been hidden away by the Terrestrials.

Mokreleus the Many-Handed:

The hundred eyes of the Primordials watched from a hundred bodies. Mokreleus was unfaithful to his masters, yet not treacherous enough to betray them. He endures torment for his indecision to this day.

The Five Metal Shrike:

The ultimate weapon of the Solar Deliberative, a weapon so mighty it could have had no purpose when it was forged, yet today it may determine the rulership of Creation.

The Mice of the Sun:

The ultimate weapon of the Unconquered Sun. They are tiny, silent and clever, and in their warm breath lurks the deadliest weapon in the world.

Faith & Fire

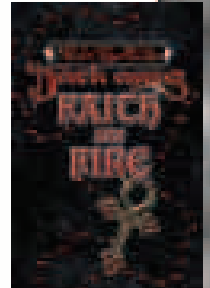
The year is 1230, and it's a dangerous time. The last crusades to the holy land have been dismal failures. petty princes and kings war with each other for slivers of power and land. The east invades the west as genghis khan's successors ride to the very gates of krakow and vienna. The poor endure a constant struggle to plow and plant, to find food for their children and to survive, only to watch their lord's troops trample a summer's worth of toil. plague stalks the land, cutting a swath through nobility and serfdom alike. And over all, the church holds sway, warning of the torment that awaits the damned while popes play at kingmaker.

The cainites find the nights of this age no less perilous. indeed, they are perhaps more so. The war of princes rages across europe as undead princes seek to expand their holdings, engulfing other territories and cainites alike. The tremere — formerly dismissed as upstarts — steadily gain ground while their prey, the salubri, continue to fall in fortune. young vampires become less content to suffer their betters' rule, while elders tighten their grip on what they hold. princes and lesser cainites dismiss the courts of love as fripperies, but the courts wield far more power than many suspect, particularly when their pupils scatter into the world. And most disturbing, a group of mortals of the church begins to actively hunt the so-called "lords of the night." do they do so with the church's blessing? no one is certain, but a name is already whispered among the cainites — the inquisition.

In the past, **Laws of the night** and **The long night** served as **Mind's eye**

Theatre bibles for storytelling in the dark medieval world. Like **Laws of the night**, **The long night** has seen its story advance in anticipation of great events, and many things have changed over time. unlike **Laws of the night**, however, **The long night**'s story now leaps ahead almost 40 years as undead machinations come to fruition. old plots end and new ones begin, and an update becomes necessary to keep up with the times. but this transition is less a complete reworking and more an advancement of the **long night** storyline, exploring the exciting portents offered. much of what makes **Laws of the night** cool and exciting — such as the advanced virtue system, backgrounds and new mechanics for the paths of enlightenment — has laid the groundwork for this work. but **The long night** no longer seems like an appropriate name for the new realms revealed. That title suggests something still and quiet, a game in which cainites are in control, a past time. In keeping with the two enemies that cainites now face, **faith and fire** is now available.

In January 2003, the lords of the night are no longer alone.



Faith and Fire
page 20

WORLD OF DARKNESS fiction

Horror on an Epic Scale: THE DARK AGES CLAN NOVELS

The sun sets and mortals cower in their hovels and castles, because the undead ride forth. In the years long before the masquerade, vampiric lords strike out against each other in bloody crusades and massive intrigues. Princes and lords fight a war over the blood of Europe. The **Dark Ages clan novels** cover over 30 years of shadow history, from the destruction of the golden city of Constantinople (and its ancient vampiric lords) in 1204 to the all-out war of princes in 1230.

Follow the story of Malachite of Clan Nosferatu, who searches for the ancient vampire known as the Dragon; of Lucita of Clan Lasombra, who works to rebuild Constantinople; and of the undead refugees who flee into France and beyond!

One Epic, Three Stories

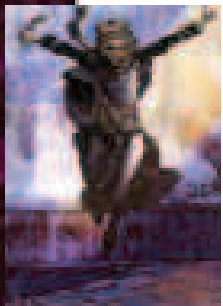
Running throughout 2003 and into 2004, the 13-part **Dark Ages clan novel** series tells an epic story that covers over 30 years. Like all great epics, however, this one plays out in several chapters, each of which forms an exciting story in its own right. The first such arc determines the fate of the golden city of Constantinople and its vampires, who have seen their great metropolis sacked by crusaders and their ancient patriarch reduced to ash. This arc started in 2002's **Dark Ages: Nosferatu**, **Dark Ages: Assamite** and **Dark Ages: Cappadocian**. It continues in February's **Dark Ages: Setite** by Kathleen Ryan and concludes in April's **Dark Ages: Lasombra**.

Dark Ages: Setite also serves to kick off the second story arc, which brings the story to Western Europe. A group of desperate refugees, left without hope or haven after the events of previous novels in the series, escape Constantinople and hope to find a home in the West. Guiding them is the Egyptian vampire Andreas, a follower of Set with his own agenda.

As she did in the smash-success **Clan Novel: Setite**, Kathleen Ryan weaves a masterful tale that both advances and enriches the overall plot of the series and introduces a complete cast of Setite characters. Andreas, who appeared previously in **Dark Ages: Cappadocian**, leads refugees to safety and meanwhile defends his faith in Great Set. Ryan exposes the full scope of his beliefs, both horrific and redeeming. See why RPG.net reviewer Michael Williams has lauded "the surgical precision" of this "incredibly talented writer."



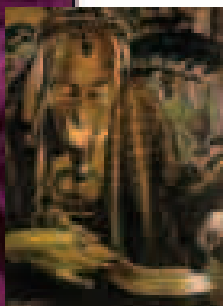
Dark Ages: Nosferatu
by Gherbod Fleming
WW11205 \$6.99
ISBN 1-58846-817-8
On sale now.



Dark Ages: Assamite
by Stefan Petrucha
WW11206 \$6.99
ISBN 1-58846-818-6
On sale now.



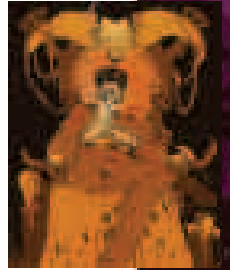
Dark Ages: Cappadocian
by Andrew Bates
WW11207 \$6.99
ISBN 1-58846-819-4
On sale now.



Dark Ages: Setite
by Kathleen Ryan
WW11209 \$6.99
ISBN 1-58846-821-6
On sale in February.

Made Men and Fallen Angels: The Trilogy of the Fallen

Author greg stolze brings together the epic story of the fallen angels of god and the wiseguys of the new jersey mob in **demon: ashes and angel wings**, the first part of his **trilogy of the fallen**. The demon hasmed rebelled against almighty god in the first days of the universe and was condemned to an eternity in hell. but, by taking over the body of small-time goombah harvey ciullo, he's found a way out. so now "harvey" is a changed man clawing his way up the echelons of the underworld, and working to make the world pay for his time in hell. of course, he's not the only one out of the abyss with a score to settle. think it's pretty when demons clash? *forgetaboutit!*



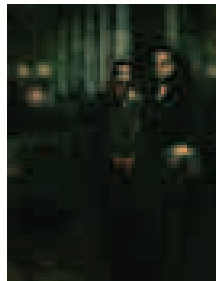
Demon: Ashes and Angel Wings
by Greg Stolze
WW10090 \$6.99
ISBN 1-58846-805-4
On sale in March.

UPON A GASLIT NIGHT: The Victorian Vampire Trilogy

curl up this winter with philippe boulle's spine-tingling **victorian vampire trilogy**. regina blake, a young girl with more courage than caution, runs headlong into the seductive world of the vampires who feed on the british empire. with the beautiful victoria ash as her guide and protector, regina tries to rescue her mother from the clutches of the blood sorcerers of clan tremere. but with every step she takes, she seems to damn herself and falls under victoria's erotic spell. in february's **vampire: the madness of priests**, volume 2 of the series, the search for her mother takes regina to paris and then vienna, where she faces not only the tremere but the unholy madman anatole and the witch-hunters who seek her destruction. the series reaches its climax in april's **vampire: the wounded king**, when regina returns to london and must choose between the day and the night.



Vampire: A Morbid Initiation
by Philippe Boule
WW11190 \$6.99
ISBN 1-58846-828-3
On sale now.



Vampire: The Madness of Priests
by Philippe Boule
WW11191 \$6.99
ISBN 1-58846-829-1
On sale in February.



Vampire: The Wounded King
by Philippe Boule
WW11192 \$6.99
ISBN 1-58846-830-5
On sale in April.

Vampire

THE INTERNAL STRUGGLE

What's up with the cards?

The new camarilla edition comes with all new look! we've made the cards easier to read and still compatible with your current decks! check out the layout below!

clan: each vampire belongs to a clan, identified by the symbol in the upper left corner of the card. some library cards require a member of a particular vampire clan to play, while other library cards may affect only vampires of a particular clan.

name: the name of the vampire appears at the top of the card. each vampire is unique, so two players cannot simultaneously control the same vampire.

blood capacity: the number in the red circle in the lower right corner of the card is the vampire's capacity. this number reflects many things at once: the vampire's relative age (larger numbers represent older vampires), the amount of influence (in pool) a Methuselah must invest in him in order to bring him under her control and the maximum ability he has to heal wounds or play cards (some cards cost blood to play).

disciplines: these are supernatural powers that some vampires possess. the disciplines possessed by the vampire are represented by the group of symbols in the lower right corner of the card. the vampire's disciplines determine which library cards he can play. if a library card requires a discipline (noted by a discipline symbol on the left side of the library card), then the card can only be played by a vampire who has that discipline.

each of a vampire's discipline symbols is in the shape of either a square or a diamond. a square-shaped discipline symbol means that the vampire has the basic level of that discipline; he can use only the basic (plain text) effect listed on a card that requires that discipline. a discipline symbol within a diamond signifies that the vampire has superior skill in that discipline and therefore may opt to use either the basic (plain type) or the superior (bold) effect listed on the card (but not both).

sect: some of the various clans of vampires have grouped themselves into sects. each sect represents clans with similar philosophies and goals. each sect has its own codes of conduct and its own political structure. a vampire must belong to the appropriate sect to receive a title. if a vampire with a title changes clans or sects to a clan or sect inappropriate for his title, he



loses the benefit of the title until his clan or sect changes appropriately. if he receives a new title or if his title is contested he immediately yields the old title.

group: each vampire belongs to a specific group, identified by a number above the upper left corner of the text box. a player's crypt must be built using vampires from a single group or from two consecutive groups. this does not restrict a Methuselah from stealing vampires from other groups through play, however. cards from some older sets do not have this designation. for those cards, the ones with an expansion set symbol (an icon in the upper right corner of the card) are treated as **group 2** vampires; the others are **group 1** vampires.

titles: some titles are unique. for example, there can be only one prince or archbishop of a particular city. if more than one vampire in play claims the same title, then the title is contested. while the title is being contested, the vampires involved in the contest are treated as if they have no title, but they remain controlled and may act and block as normal.

special ability: details any special abilities that a vampire might have available to them.

VAMPIRE: THE ETERNAL STRUGGLE Camarilla E D I T I O N

Diplomacy, Deceit, Destruction. Masquerade. THESE ARE THE TOOLS OF THE CAMARILLA.

The camarilla is an open society and claims all vampires as members. In these final nights, however, only six clans actively participate in its affairs. And even among those six, conflict is never far from the surface.

The camarilla edition, the fourth set released by White Wolf for Vampire: The Eternal Struggle, is a new stand-alone edition of the base set. The booster packs contain 11 cards randomly selected from a set of 385 cards. In addition, the set features 6 preconstructed decks ready for immediate play.

VTES: CAMARILLA EDITION CHECKLIST

R=RARE R2=RARE 2 C=COMMON U=UNCOMMON

CRYPT CARD LIST

Name	Clan	Name	Clan	Name	Clan	Name	Clan	Name	Clan
Allison Miller	Brujah	J. Oswald "Ozzy" Hyde-White	Malkavian	Kid	Nosferatu	Alonso Suarez	Tremere	Elena Gutierrez	Ventrue
Arnold Simpson	Brujah	Jason, The World's Voice	Malkavian	Kurt Densch	Nosferatu	Anastazi Zagreb	Tremere	Gracia Nostinus	Ventrue
Gengis	Brujah	Maris Street	Malkavian	Moose	Nosferatu	Caro, The Princess Witch	Tremere	Horacio Ballard	Ventrue
Jaroslav Paszek	Brujah	Milo, The Invisible Horror	Malkavian	Tammy Walenski	Nosferatu	Cohn Rose	Tremere	Hirohito	Ventrue
Jeremy MacNeil	Brujah	Pensia, The Beautiful Statue	Malkavian	Wolfgang	Nosferatu	Elrich Weiss	Tremere	Ilyana Davidovich	Ventrue
Joshua Tomopolski	Brujah	Quentin King III	Malkavian	Annabelle Triebel	Toreador	Erichtho	Tremere	Katarina Kornfeld	Ventrue
Marlena	Brujah	Rachel Brandywine	Malkavian	Anaisette, She Who Watches	Toreador	Eugenio Estevez	Tremere	Lana Bulcher	Ventrue
Maxwell	Brujah	Ruth McGinley	Malkavian	Edith Blount	Toreador	Kyoko Shinsagawa	Tremere	Lucinda Alator	Ventrue
Mazz	Brujah	Tony	Malkavian	Emerson Wilkshire III	Toreador	Lille Haskle	Tremere	Marcus Vital	Ventrue
Menela	Brujah	William Biltmore	Malkavian	Flordumal	Toreador	Lucas Hallon	Tremere	Victorine Lafourcade	Ventrue
Pug Jackson	Brujah	Alonso Guillen	Nosferatu	Helena	Toreador	Masika St. John	Tremere	Tabacia Smith	Lasombra
Sir Ralph Hamilton	Brujah	Casino Reads	Nosferatu	Ira Rivers	Toreador	Oliver Thrace	Tremere	The Rose	Tzimisce
Steve Booth	Brujah	Cock Robin	Nosferatu	Joaquin Marietta	Toreador	Peter van Dam	Tremere	Alfred Benezzi	Pander
Tayshawn Keams	Brujah	Darva Felipea	Nosferatu	Lucina	Toreador	Valois Sang, The Watcher	Tremere	Antonio Veradas	Brujah antitribu
Tyler	Malkavian	Ellison Humboldt	Nosferatu	Madame Gul	Toreador	Violatoria, The Great Mother	Tremere	Salvacion Goulet	Gangrel antitribu
David Morgan, The Scourge	Malkavian	Gemini	Nosferatu	Sir Henry Johnson	Toreador	Alan Sovereign	Ventrue	Uncle George	Malkavian antitribu
Sir Douglas Neitchurch	Malkavian	Gerard Rafin	Nosferatu	Suzanne Kadin	Toreador	Catherine du Bois	Ventrue	Julio Martinez	Nosferatu antitribu
Esau	Malkavian	Jared Drory	Nosferatu	Yvette, The Hopeless	Toreador	Diana Vick	Ventrue	Creamy Jade	Toreador antitribu
Evan Klein	Malkavian	Khalid	Nosferatu			Earl	Ventrue	Alejandro Aguirre	Tremere antitribu
						Edward Vignes	Ventrue	Edward Neally	Ventrue antitribu

LIBRARY CARD LIST

Name	Rarity	Name	Rarity	Name	Rarity	Name	Rarity	Name	Rarity	Name	Rarity
Aaron's Feeding Razor	R	Brainwash	U	Eagle's Sight	U	Immortal Grapple	U	Minion Top	C	Rapid Healing	C
Abandoning the Flesh	R	Brass Knuckles	C	Elder Impersonation	C	Increased Strength	C	Minor Boon	U	Raptor	U
Absolution of the Diablerie	U	Brothers Grimm	R	Elder Intervention	C	Indomitable	R	Monade of Clarity	R	Rak's Warning	C
Academic Hunting Ground	U	Brujah Justicar	C	Elder Kindred Network	U	Infernal Familiar	U	Mr. Winthrop	R2	Raven Spy	U
Aching Beauty	U	Burn's Book	C	Elder Library	U	Infernal Pursuit	U	Muddled Vampire Hunter	U	Road Intentions	C
Aerobatics	C	Burst of Sunlight	U	Elysium: The Arboretum	U	Island of Yaras	R	Murder of Crows	R	Redeem the Lost Soul	R
Aid from Bats	C	Camarilla Exemplary	C	Embraces, The	R2	Ivory Bow	R	Night Moves	C	Resplendent Protector	R
Aire of Elation	C	Caroline Horde	C	Enchant Kindred	C	J.S. Simmons, Esq.	R2	Nimble Feet	R	Ritual of the Bitter Rose	U
Alacrity	U	Carriage Remembered	R	Enhanced Senses	C	Jackie Therman	R	Nosferatu Justicar	R	Ratscheck	U
Alt's Army Apparatus	U	Car Burglary	R	Enticement	R	Judgement: Camarilla	R	Obedience	U	Raven Ring	U
Amaranth	U	Cats' Guidance	C	Eyes of Chaos	C	Segregation	R2	Of Noble Blood	U	Rumors of Gehenna	R2
Anarch Revolt	U	Celery	C	Faceless Night	C	Justicar Retribution	U	Owl Companion	U	Sabbat Threat	U
Anarch Troublemaker	R	Change of Target	U	Fast Reaction	U	Kindred Intelligence	U	Partly Shift	U	Saturday-Night Special	U
Anathema	U	Charity	U	Fifth Tradition: Hospitality	U	Kindred Restructure	U	Patagonia Flaps Allowing	R	Scrounging	U
Ancient Influence	C	Charming Lobby	U	First Tradition: The Masquerade	R	Kindred Society Games	R	Patagonia Flaps Allowing	R	Second Tradition: Domain	U
Angela Empowerment	C	Charnas the Imp	C	Fists of Death	C	Kindred Spirits	R	Limited Flight	C	Secret Horde	C
Animatism	C	Clan Impersonation	C	Flash	C	Kind Resources Contested	R	Personal Scourge	C	Secret Library of Alexandria	R
Ankara Citadel, Turkey	U	Clock the Gathering	U	Flash	C	Knight, The	C	Political Ally	R	Secret Passage	C
Apparition	U	Closed Session	U	Forgery	C	KKCG News Radio	U	Political Flux	C	Seduction	U
Arcane Library	R	Coma	U	Fortitude	C	Labyrinth, The	U	Polence	C	Sengir Dagger	R
Arcion	U	Concealed Weapon	C	Fourth Tradition: Accounting	U	Laptop Computer	C	Powerbase: Berlin	R	Shattering Blow	U
Arcion Investigation	U	Conditioning	C	Fragment of the Book of Nod	R2	Legal Manipulations	C	Powerbase: Chicago	U	Sideslip	U
Arms Dealer	U	Confusion	C	Freak Drive	U	Lost In Crowds	U	Powerbase: Washington, D.C.	U	Sixth Tradition: Destruction	R
Army of Rats	C	Cryptic Mission	U	Frency	U	Loyal Street Gang	U	Praxis Suture: Atlanta	U	Skin of Night	U
Art Museum	R	Cryptic Rider	U	Game of Malkav	U	Lucky Blow	R	Praxis Suture: Boston	R	Skin of Rock	C
Assault Rifle	U	Dawn Operation	U	Gas-Powered Chainsaw	R2	Major Boon	R	Praxis Suture: Chicago	U	Skin of Steel	U
Asylum Hunting Ground	U	Dead-End Alley	U	Ghost Retainer	U	Malkavian Justicar	R	Praxis Suture: Cleveland	R	Slum Hunting Ground	U
Aura Reading	C	Deer's Blood	U	Golden Rounds	U	Malkavian Prank	R	Praxis Suture: Dallas	R	Smiling Jack, The Anarch	U
Auspex	C	Deflection	U	Golconda: Inner Peace	U	Malkavian Rider Clause	R	Praxis Suture: Houston	R	Social Charm	C
Autarkis Persecution	C	Delaying Tactics	U	Govern the Unaligned	U	Monstrosity Rounds	U	Praxis Suture: Miami	R	Society Hunting Ground	U
Baltimore Purge	U	Dementation	R	Groverabbing	U	Mask of a Thousand Faces	U	Praxis Suture: Seattle	U	Society of Leopold	R
Bang Nakh, Tigers Claws	C	Disguised Weapon	C	Grenade	C	Masquerade Endangered	U	Washington, D.C.	R	Soul Gem of Etrus	U
Behind You	U	Dodge	C	Horas	C	Memories of Mortality	U	Washington, D.C.	R	Spawning Pool	U
Bewitching Oration	R	Domain Challenge	C	Houling, The	R	Metra Underground	U	Psychic Veil	U	Special Report	C
Blood Hunt	U	Dominants	R	Hoven Uncovered	U	Mighty Grapple	C	Pullied Fangs	R2	Spill's Touch	U
Blood Puppy	C	Dominant Kine	U	Hidden Lunker	U	Millicent Smith	U	Pulling Strings	U	Storm Sewers	R2
Blood to Water	C	Drain Essence	U	Hidden Strength	U	Puritan Vampire Hunter	U	Rock, The	U	Succubus Club	U
Blur	C	Dramatic Upheaval	U	High Ground	U	Mind Tricks	R	Rampage	U	Sudden Reversal	U
Bonding	U	Drawing Out the Beast	C	Hostile Takeover	R					Talbot's Chainsaw	R
Boony	U									Tasha Morgan	U
Boxed In	C									Taste of Vite	U

play vampire: the eternal struggle using the camarilla edition with your friends,
or locate players in your area at www.white-wolf.com/vtes/member.

WANT TO GET INVOLVED? HERE'S HOW!

The Camarilla

The Camarilla is our official fan club that revolves around our World of Darkness venues, and when we say this group is huge, we really mean it. With over 5,000 members, the fan club spans 10 countries on five continents. Some of the countries that grace our membership rosters include the United Kingdom, Italy, Brazil and Australia.

The really great part about this club is that its members don't just play the game. The club is committed to member involvement, and it hosts tons of social activities to allow members to flex their creative muscles. It publishes members' writings and art, sponsors convention events and encourages everyone to give back to the community by participating in charity works throughout the year.

The Camarilla uses a chapter structure to allow its members to tailor their participation in the club in the ways they enjoy most. Local, regional or national—any of these levels can provide not only a great game but also an exciting environment to participate in the many activities the club provides. The game has over 5,000 members contributing to several international venues. Because the Camarilla encourages creativity and socializing, many members' fictional personas have rich backgrounds that tie in with others across the world.

As you can see, The Camarilla has a variety of opportunities to offer. So how do you join? Go to www.white-wolf.com/camarilla, or email us at camarilla@white-wolf.com.

Join up, and prepare yourself for an experience like none other in roleplaying today!

Vampire Elder Kindred Network

Another phenomenal group we have is our Vampire Elder Kindred Network—the official *Vampire: The Eternal Struggle* players' organization dedicated to the continued health of **V:TES**.

*The network (or VEKN) endeavors to help **V:TES** grow in popularity by seeking out and wooing new players, as well as supporting the existing loyal fans.*

The VEKN is the organization responsible for sanctioning and regulating official **V:TES** tournaments, recording **V:TES** players' ratings (and rankings), and sponsoring the creation of monthly Clan Newsletters.

For more information, come to our website and check out the numerous offerings for fans of **V:TES** at www.white-wolf.com/vtes.

Wolf Pack Demo Teams

Finally our Wolf Pack demo teams provide a wonderful means of getting involved in all of the games that White Wolf has to offer. Your goal as a White Wolf demo team is to recruit new players for any and all of White Wolf's roleplaying worlds by showing how much fun playing our games can be. Official demos can be performed at local retail stores, conventions or other events. Every demo team has its own flavor and personality, just as each member does.

Of course we don't expect you to work for free! Qualified demo teams who run official demos will receive compensation for their time in the form of free stuff! White Wolf teams will also receive advance release information and dirty secrets of White Wolf, and they might be selected to playtest new games.

Interested in signing up? Go to www.white-wolf.com/retail/demo for application information.

Camarilla Fan Club
www.white-wolf.com/camarilla

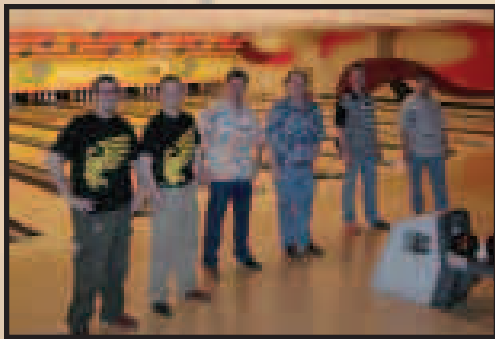
email: camarilla@white-wolf.com

Vampire: Elder Kindred Network
www.white-wolf.com/vtes

Wolf Pack Demo Team
www.white-wolf.com/retail/demo

WHITE WOLF'S BOWL O RAMA

2 0 0 3



one of the highlights of the evening is the ugly shirt contest. can you guess last years winner?

Attention GAMA Retailers

You've got an appointment with White Wolf at GAMA in the Orleans Bowling Alley!

Come One, Come All!

Bring your Friends, Bring your Enemies!

Register at the White Wolf Booth (While space lasts).

- › free bowling! Three Free Games! That's up to 63 bowls!
- › free ugly bowling shoe rental!
- › free beer and booze! (Until We Drink It All.)
- › free good times with white wolf!

AS IF 4 FREE THINGS WASN'T ENOUGH, WE'VE GOT A HOST OF FABULOUS PRIZES WHICH ARE YOURS TO KEEP IF YOU CAN...

1• BOWL 2• HAVE UGLY CLOTHES 3• JUST SHOW UP

- prize for best game
- prize for the best (ugliest) shirt
- random door prizes
- prize for second best game

RIGHT AFTER DINNER JOIN US FOR SOME FUN IN THE BOWLING ALLEY.

ITS ALL PAID FOR ALREADY, SO YOU HAVE TO COME. THE BEER WILL BE FLOWING, THE PINS WILL BE FLYING AND WHAT ELSE ARE YOU GONNA DO?

Come on out ya'll and let's roll!

did you guess right?

texas retailer
wayne macneill
won \$200 worth of
sword & sorcery
products for his
"boat shirt,"
but we think
he *really*
wanted this
werewolf
klaiive



WHAT THE RETAIL PAGE HAS IN STORE FOR YOUR STORE

Our retail web page is a hub of information for you, the retailer, to make it easier to do what you do best. Sell games!

Our release schedule section of the website begins the process of helping you accomplish your sales goals by keeping you current on the latest releases out of White Wolf and Sword & Sorcery Studios. As a bonus to you, we've also included sales sheets that have not only a description of the product but sales points to help you show the product in store!

Another way to keep up to date on new releases is to subscribe to our **retailer announcement list**. This low-traffic announcement list can keep you updated about changes in our programs, new products and new promotions in one easy email.

The "**Programs Available**" link is useful for retailers, as it allows you to show off White Wolf products in your retail location.

Our **Wolf Packs** are our roving bands of demo teams that can run games for your store to emphasize White Wolf products in your area. No Wolf Pack near you? Start up one up in your store—it's easy and it's free!

The "**Princes**" of the Vampire Elder Kindred Network are your best link to the world of ***Vampire: The Eternal Struggle***. *The Princes can run everything from demonstrations to sanctioned tournaments that could lead your players to the continental championship! If there isn't a Prince in your area already, it is easy to get one. Simply fill out the form from the web page and send it on in. That's all it takes.*

Need more catalogs for your store? Are your walls looking a little bare these days? The **Promotional Material Requests** section can help you out. This link is a direct connection to request anything you need for your store, from posters to quick-starts to book marks and much

more. We'll ship it directly to you to get up on your walls or in your customer's bags as soon as possible.

The **Retail Store Finder** is not just a tool for the consumer, it's a tool for you the retailer as well. Get your store noticed on this list and get the word out that you exist. The white wolf website has over 40,000 hits per day of people not only interested in our products but also looking for a place to purchase and play our games. Are you on the retail store finder? If not sign up today!

Another way to distinguish yourself is to participate in our **Havens Network**. This program supports our over-5,000-member-and-growing **Camarilla Fan Club**. By offering product discounts to our members, you will get exclusive listing in the members-only section of the fan club website in a preferred retailer network of stores that offer benefits to our members. Your store will also be listed exclusively in the fan club magazine.

Do you have a customer looking for that one supplement to finish his collection, yet you cannot seem to find it? Our **Out of Print List** can help you on that quest. This page that is updated regularly has every out of print White Wolf title in existence. Stop wasting time on the phone or hunting through catalogs. With a click of button, you can know immediately if it's still available.

JANUARY

world of darkness releases

Caine's Chosen: The Black Hand™

Warriors for the Sword of Caine

Hidden behind veils of secrecy and mystery, the Black Hand serves as the martial arm of the Sabbat. When the blood and fire of the sect's packs and prisci fail to win the night, the Black Hand arrives like a grim cavalry on the cusp of the night. With all its autonomy and authority, however, the Black Hand has turned upon itself — does it truly serve the Sabbat or has it become a Gehenna cult?

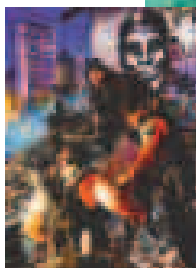
A Philosophy of Blood and Death

The latest in a series of focused chronicle rules, **Caine's Chosen: The Black Hand** offers new setting and rules support for playing and storytelling the sect-within-a-sect. As agents of a martial order whose authority supersedes almost every other faction of the Sabbat, Cainites of the Black Hand face the most brutal challenges of the sect.

ISBN: 1-58846-236-6 Stock #: WW2428

Retail Price: \$17.95 U.S. Page Count: 104

Authors: Sarah Roark, C.A. Suleiman
and Janet Trautvetter
Developer: Justin Achilli



Players Guide to the Garou™

A Nation of Wolves

They fight with tooth and claw against an enemy worse than any nightmare. They struggle amongst themselves, vying to defend a society in which the strongest and wisest can lead the War of the Apocalypse. They are bitter rivals and lifelong friends. Above all, they are Garou. Whatever else comes, the werewolves of the Garou Nation will stand as one — or will fall together.

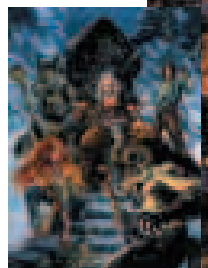
Forge Your Own Legend

Explore the struggle of the Garou in greater detail than ever before! The **Players Guide to the Garou** elaborates on the history and society of the Garou Nation — the politics of their relations, and the depths of their struggle. Also included are tons of new options for character generation: Merits & Flaws, new Gifts, rites, totems, fetishes, Backgrounds and more. It's just the thing to take your character from cub to legend. Hardcover.

ISBN: 1-58846-313-3 Stock #: WW3806

Retail Price: \$29.95 U.S. Page Count: 224

Authors: Jackie Cassada, Nicky Rea,
Matt McFarland, et al
Developer: Ethan Skemp



Hunter: The Spellbound™

Thou Shalt Not Suffer a Witch to Live

Wizards. Warlocks. Witches. Myths and legends describe them as powerful magicians, wise sages and humanity's helpful guides. Hunters know better. In the modern world, wizards make the impossible possible, changing the very face of reality on a whim for their own mysterious purposes. What kind of hold do they have over mankind? Hunters intend to find out — and break it.

Burn, Baby, Burn

Hunter: The Spellbound explores the magical realm of wizards as hunters perceive it, learning warlocks' strengths, fears and weaknesses. But enchanters have discovered hunters, too. Can these occult masters weave their spell and command the will of even the imbued? Not if hunters can help it. Let the witch-hunt begin.

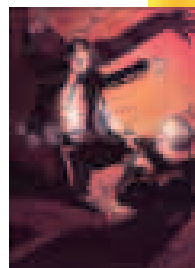
ISBN: 1-58846-709-0

Stock #: WW8136

Retail Price: \$17.95 U.S.

Page Count: 112

Authors: Kraig Blackwelder, Wayne Peacock
and Chuck Wendig
Developer: Ken Cliffe
Cover Artist: Mark Jackson



MAGE
THE ASCENSION

HUNTER
THE RECKONING

Creatures of the Wyld™

The Dangers of the Wyld are Many

From the icy wastes of the North to the blasted deserts of the South, from the wood-shaded depths of the far East to the mirror expanse of the Western sea, Creation teems with beasts both wondrous and terrible. There are sorcerous prodigies and Wyld-tainted mutants, automata of the First Age and the great Behemoths from the morning of the world.

Do You Walk Among Them, or Hunt Them?

Creatures of the Wyld describes over 60 of the strange and fabulous beings that walk Creation in the Second Age of Man. From the most terrible of predators to the cleverest of tricksters, this book displays the panoply of amazing beasts that inhabit the setting of **Exalted**. With each entry bursting with setting material, this book is an ideal resource for Storytellers and for players of savants and sorcerers.

ISBN: 1-58846-663-9

Stock #: WW8803

Retail Price: \$19.95 U.S.

Page Count: 128

Authors: Eric Brennan, Genevieve Cogman
and Mikko Rautalahti
Developer: Geoffrey C. Grabowski



EXALTED

Mind's Eye Theatre™ Storyteller Cap

Who's Who in Your Chronicle?

Ever have a hard time telling who's running the show in your live-action or roleplaying game? Is it hard to stay in character when you don't know who to turn to for a rules or story clarification? Now it's easy to tell.



Tell 'em Who's Boss

White Wolf® introduces a baseball cap designed to help identify the Storytellers in your **Mind's Eye Theatre** and Storyteller System™ chronicles. Each adjustable cotton cap has "Storyteller" printed prominently on the front.

Stock #: WW5920

Retail Price: \$15.95 U.S.

Mind's Eye Theatre

Look for other Live Action Props on page 29 in the World of Darkness Backlist section.

MET:
Discipline Deck
(5180)

MET:
Prop Deck (5180)

MET:
Gift Deck (5183)



The Fallen Tower: Las Vegas™

Against the Odds

The Ascension War sputtered to an end thanks to human apathy. The Council of Nine Traditions now sits on a cusp, as certain mages try once more to re-ignite

hope in themselves and others — not just hope, but a striving for something, anything. Others want things to stay the same, to maintain the current, feeble status quo. This conflict threatens to destroy all truces — not just the cease-fire between the Technocracy and the Traditions, but the long-standing bonds between the Traditions themselves.

Showdown in Sin City

Nowhere is this simmering conflict more evident than Las Vegas, city of neon and illusion. Like the Tarot card that symbolizes the city, Las Vegas' mages flirt with the Devil but yearn for the Star. In the lavish casinos, on the decadent Strip, and in the silent deserts, mages gamble their souls for a piece of the dream.

ISBN: 1-58846-408-3 Stock #: WW4631

Retail Price: \$19.95 U.S. Page Count: 128

Authors: Conrad Hubbard and Rachelle Udell
Developer: Bill Bridges

MAGE
THE ASCENSION



Mind's Eye Theatre: Faith and Fire™

In the Courts, On the Battlefields

The year is 1292, the hour is midnight, and all is not well. In the courts, princes chafe for territory. In the gardens, ladies manipulate love into games of life and death. In the cloisters, zealots of God and heresy turn on one another. In the shadows, vampires walk and feed, but at great peril. There are stranger things than themselves in the Dark Medieval™ world, and the dawn that approaches is lit by the Inquisition's torches.

It Is a New Night

Faith and Fire is the revised edition of *The Long Night*™, based on *Dark Ages: Vampire*™. Here is all the new material you need to play, laid out in one place — the High and Low Clans, their strange Disciplines, the roads they tread, the courts where they play their games, the fields where they fight.

ISBN: 1-58846-517-9 Stock #: WW5038

Retail Price: \$19.95 U.S. Page Count: 256

Authors: Chris Bjork, Matt Hooper, Alan I. Kravit,
Edward MacGregor and Duncan Wyley
Developer: Cynthia Summers

Dark Ages
VAMPIRE

Mind's Eye Theatre



Demon: City of Angels™

City of Dreams

It is a city whose influence touches the hearts and minds of millions across the globe. The fallen are drawn to LA's potent mix of power, decadence and decay, and fearsome demons stake their

claims amid the city's violent streets and opulent boardrooms. Intrigue and bloodshed abound as ancient rivalries mix with the dizzying possibilities of the modern age, and the stage is set for an epic struggle to shape the city's first Infernal Court.

Streets of Fire

City of Angels thrusts players into the power plays, intrigues and betrayals of fallen lords as they vie for control of one of the richest cities of the world. Will you seize the opportunity for power and glory from the talons of your rivals, scheme from the shadows or unite the outcasts of fallen society in a struggle for freedom and the souls of humankind?

ISBN: 1-58846-752-X Stock #: 8211

Retail Price: \$19.95 U.S. Page Count: 128

Authors: Steve Kenson and Alan Kravit
Developer: Mike Lee

DEMON
THE CITY



Caste Book: Eclipse™

The Ambassadors of the Unconquered Sun

Travellers, diplomats and spies, the Eclipse Caste of the Solar Exalted are the emissaries of the Solar Tribe.

Yet these far-ranging wayfarers are more than just trade negotiators and merchants. With their understanding of human nature and skills at the negotiating table, members of the Eclipse Caste are key advisors to the militant castes.

The Mouthpieces of Righteousness

Caste Book: Eclipse is the fifth Caste Book for *Exalted*™ — books detailing the different kinds of Solar Exalted. Within these pages are all the secrets of the Eclipse Caste, from the perfect and unbreakable oath they can administer to their fragmentary memories of the First Age to their mastery of intrigue. This book also contains the new magical powers, rules and artifacts that Eclipse Caste characters need to carry out their diplomatic missions.

ISBN: 1-58846-664-7 Stock #: WW8834

Retail Price: \$16.95 U.S. Page Count: 96

Authors: Steven Kenson and William Van Meter
Developer: Geoffrey C. Grabowski

EXALTED



Dark Ages: Right of Princes™

Claim Your Birthright

Whether by inheritance, force or divine ordinance, the land is yours to control and its inhabitants yours to command. You might rule over a vast forest, or your word may be law in a city. The resources of the place are yours and the people look to you for guidance and leadership. In the Dark Medieval™, land is power. What will you do with yours?

Rule the Dark Medieval

Right of Princes is the primer on ruling and commanding a domain for all of the *Dark Ages*™ games, from a vampire's dark fief to a mage's arcane chantry to a werewolf or inquisitor's hunting grounds. Players will find rules and suggestions for developing their characters' homesteads both individually and as a group — as well as tips for defending them when a rival turns a jealous eye.

ISBN: 1-58846-283-8 Stock #: WW20045

Retail Price: \$19.95 U.S. Page Count: 128

Authors: Steve DiPesa, Jacob Klunder
and Myranda Kalis

Developer: Matthew McFarland

Dark Ages
VAMPIRE

FEBRUARY

world of darkness releases

Dark Ages: Setite™ (Dark Ages Clan Novel #4)

Any Port in a Storm

Andreas has an offer for the vampires fleeing the destruction in 13th-century Constantinople: a way out of the East and passage to the safer lands of Western Europe. But Andreas is not just a merchant, he is a priest of the snake god, a Follower of Set intent on uncovering the heretics in his own clan. If certain refugees need to be sacrificed for that to happen — well, such is the cost of faith.

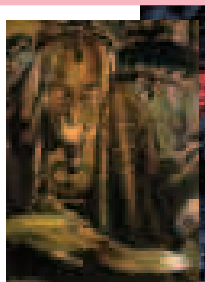
About the Author

Kathleen Ryan is the author of the best-selling **Clan Novel: Setite™** and **Clan Novel: Ravnos™**.

ISBN: 1-58846-821-6 Stock #: WW11209
Retail Price: \$6.99 U.S. Page Count: 288

Author: Kathleen Ryan
Editor: Philippe Bouille

Dark Ages
VAMPIRE



Vampire: The Madness of Priests™ (Victorian Age Trilogy™, Book 2)

A Race across the Continent

Regina Blake races from London across Europe to save her mother from the clutches of the Tremere blood-sorcerers. But with every step, she enters further into the benighted world of the Kindred. Her only guides are the seductive Victoria Ash and the mad priest Anatole, but each seems more interested in making her theirs than freeing her mother.

About the Author

Philippe Bouille is the one-time developer of **Dark Ages: Vampire™** and **Kindred of the East™**. He is also the author of **Vampire: A Morbid Initiation™** and **Tribe Novel: Red Talons™**.

ISBN: 1-58846-829-1 Stock #: WW11191
Retail Price: \$6.99 U.S. Page Count: 288

Author: Philippe Bouille



Vampire: The Masquerade® Cap

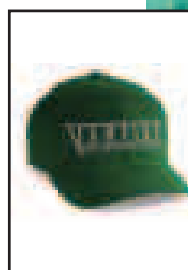
Control the Night

Well, not really. It's just a baseball cap, after all. Buy hey, what better way to show off your favorite Storyteller game?

Show Your Loyalty

White Wolf® introduces a baseball cap to show off your pride in **Vampire: The Masquerade**. Each adjustable cotton cap has the **Vampire®** logo printed prominently on the front.

Stock #: WW5921
Retail Price: \$15.95 U.S.



MARCH

world of darkness releases

The Counsel of Primogen™

Scions of the Great Clans

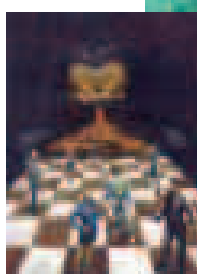
All Kindred from neonates to elders accept the primogen as the voices of their clans in a prince's domain. What truly falls under those auspices, however, varies from city to city. From councils of primogen that pull a puppet prince's strings to the coteries of primogen that exist at a prince's whim, the only constant in a primogen's unlife is that politics align against her.

The Twist of the Knife

A resource focusing on one of the cornerstones of the Camarilla, **The Counsel of Primogen** explores the sect's regional clan representatives, their responsibilities and their privileges. As authorities of the clans, primogen have only as much power as their clanmates and princes allow them. Whether as political juggernauts or cronies of the powers that be, the primogen play at the Jyhad by their very nature.

ISBN: 1-58846-237-4 Stock #: WW2429
Retail Price: \$19.95 U.S. Page Count: 128

Authors: Kraig Blackwelder, Christopher Gunning,
Ari Marmell and Cynthia Summers
Developer: Justin Achilli



Tribebook: Silent Striders™ (Revised Edition)

The Curse of the Wanderers

Once, at the beginning of history, they fought a great war — and lost. They were cast out from their homeland of Egypt long ago, cursed to never find rest. Since that time, they have wandered lonely roads by moonlight, hunting their prey in search for revenge. And now that the End Times are here, the Silent Striders may be on their way home.

Children of the Desert Moon

The latest in the Revised Tribebooks, **Tribebook: Silent Striders** focuses on the loners of the Garou Nation, the strange and subtle harbingers of doom. Inside, players and Storytellers can learn the secrets that the tribe has hidden away, and take part in the war to regain their long-lost homeland.

ISBN: 1-58846-314-1 Stock #: WW3859
Retail Price: \$17.95 U.S. Page Count: 104

Authors: Bryan Armor, Ellen Kiley & James Kiley
Developer: Ethan Skemp



Dead Magic 2: Secrets and Survivors™

Hidden in Obscurity...

Australia. The Philippines. Scandinavia. In these places and more, magical styles were carefully preserved by cunning individuals who eschewed the Traditions and Crafts, but who evaded the Technocracy. Long thought lost, these cloistered practitioners have come forth once again — and their ways grow. The rebelling Traditions can draw from this strength if they can learn from it... but perhaps things hidden through the ages are best kept hidden.

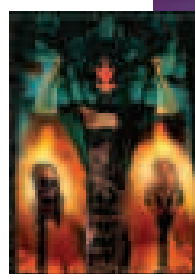
Until Now

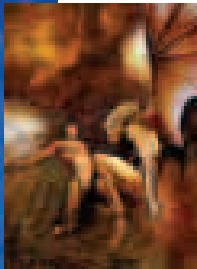
In the vein of **Dead Magic™**, more magical styles from historical obscurity to modern practice. Unlike the dead cultures of the past, many of these cultures survive to the modern world. Whether they'll thrive in the World of Darkness® depends upon the secrets they hold — and upon what you do with them! But be careful. These enlightened magicians could aid the world... or plunge it into ruin.

ISBN: 1-58846-406-7 Stock #: WW4048
Retail Price: \$21.95 U.S. Page Count: 144

Authors: Bryan Armor, John Chambers, Sam Chupp,
Jeff Cisneros, Lenny Gentile and Mur Lafferty

Developer: Bill Bridges





Demon: Fear to Tread™

Demons Rush in

The gates of Hell are broken and the souls of mankind are forfeit. In the boardrooms and back alleys of cities across the world, the former champions of mankind plot to enslave humanity and set the world alight. Only a

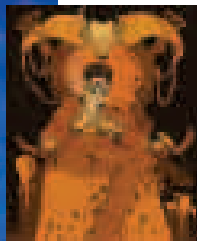
handful of lost souls have the strength to rise above their demonic nature and defy the lords of the Abyss. Are you one of them?

Where Angels Fear to Tread

Fear to Tread is a collection of three stories that thrusts players' characters into a desperate struggle for the future of their city. Each story can be run separately or linked together to form the basis of an ongoing chronicle, with five sample characters included for ease of play.

ISBN: 1-58846-753-8 Stock #: 8270
Retail Price: \$19.95 U.S. Page Count: 128

Authors: David Carroll, Patrick O'Duffy
and Kyla Ward
Developer: Mike Lee



Demon: Ashes and Angel Wings™ (Trilogy of the Fallen™, Book 1)

Hell to Pay

The gates of Hell have cracked and demons have escaped to walk the earth, dressed in human flesh. But when the ancient Scourge Hasmed finds himself in the body of three-time loser and mob bagman Harvey Ciullo, he finds the world a very different place than he expected. Using his demonic will, he begins to claw his way up the New Jersey underworld, determined to make it his own. The Angelic Host that locked him away seems to have vanished, but other demons are out there. And all the while, this hardened child of the pit can't quite shake his affection for Harvey's daughter, an instinct that could redeem his soul or destroy him forever.

About the Author

Greg Stolze is the author of countless roleplaying products, both for White Wolf and other top publishers. His fiction has appeared in *Adventure!*™ and *Demon: Lucifer's Shadow*™.

ISBN: 1-58846-805-4 Stock #: WW10090
Retail Price: \$6.99 U.S. Page Count: 288

Author: Greg Stolze
Editor: Philippe Boulle



Dark Ages: Werewolf

The Prophecies Have Come

The 10 tribes of Garou once raged across the Dark Medieval™, secure that none could challenge their power. They defended their sacred places without fear of man, Cainite or beast. But now that the first prophecy has come to pass, the werewolves know fear. Will the other visions come to pass as well? Can the Garou prevent them? Even if they can, how much blood must be spilled to do so?

By the Light of the Blood Moon

Dark Ages: Werewolf is a complete, hard-cover resource for playing the werewolves of the Dark Medieval world, in the tradition of **Dark Ages: Vampire**™ and **Dark Ages: Mage**™. It contains comprehensive information on werewolf society, special rites, Gifts from the spirits and descriptions of their dire enemies, as well as a look at the Dark Medieval from the perspective of these savage shapeshifters. Hardcover.

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Authors: Bjørn T. Bøe, Harry Heckel, Heather Heckel, Shannon Hennessy, Ellen Kiley, Jim Kiley, et al.
Developer: Matthew McFarland



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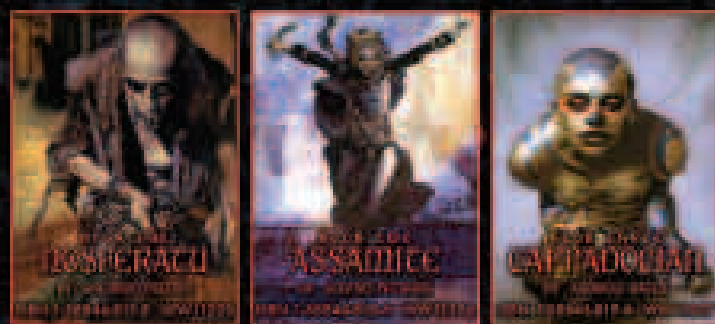
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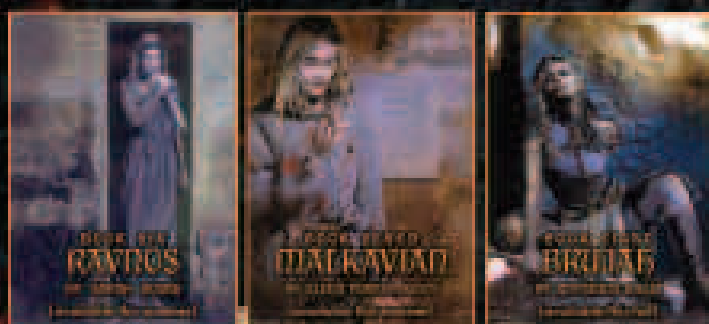
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SWORD AND SORcery STUDIO

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MIGHT III: THE NEXUS	MALHAVOC PRESS	1-58846-105-X	16102	\$18.95
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ADVENTURE ATLAS: STONE KEEP	SWORD & SORcery	1-58846-134-3	16700	\$15.95
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FEBRUARY

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PENUMBRAL PENTAGON	SCARRED LANDS	1-58846-185-8	8316	\$18.95
VAN RICHTEEN'S GUIDE TO THE WALKING DEAD	RAVENLOFT	1-58846-085-1	15011	\$22.95
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CHAOS RISING	NECROMANCER	1-58846-099-1	8375	\$13.95
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MARCH

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APRIL

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MINDSCAPES	MALHAVOC PRESS	1-58846-146-7	16151	\$18.95
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JUNE

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WHEN THE SKY FALLS	MALHAVOC PRESS	1-58846-061-4	16121	\$13.95
THE TEMPLE OF SOLUSEK RO	EVERQUEST	1-58846-132-7	16521	\$12.95
WARCRAFT	WARCRAFT	1-58846-071-1	17200	\$32.95
WARCRAFT DICE	WARCRAFT MERCHANDISE			\$6.99

Come Inside

Happy New Year!

Ah, a new year. You know what that means — recovering from the holiday bloat, counting the days till you can break out your shorts again... and gearing up for a whole new batch of stuff from Sword & Sorcery Studio!

Speaking of new, how about this crazy flip-magazine? That's right: the White Wolf Quarterly Sword & Sorcery Insider. Quite a mouthful, we know. Call it the Quarterly, call it the Insider — heck, call it the Quarterly/Insider! Whatever you call it, you can expect an issue every three months, choc-full of information and articles on all of our new releases.

The other side covers all that World of Darkness business, if that's your scene. But if you're into 3rd Edition roleplaying, stay right here! In fact, enough of this rambling — turn the page to get the lowdown on the goodies coming your way in 2003!

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This new prestige class from **Player's Guide to Wizards, Bards and Sorcerers** is *hot*!

Creature Collection Revised

You thought they were cool before? The ground-breaking book on 3rd Edition monsters gets a complete overhaul!

EverQuest

Realms of Norrath

You don't need to log on to visit 'em! A new series of sourcebooks explores the many exciting lands in **EverQuest**.

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Van Richten's Legacy

Before there was Buffy, there was a guy named van Richten. See what the **van Richten's Guide** series has in store for 2003.

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SSI snuggles up for an interview with the eldritch and mighty Monte Cook.

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You heard it here first: 2003 marks the return of the Judges Guild to fantasy roleplaying!

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The Scarred Lands fantasy trilogy, by best-selling author Richard Lee Byers, reaches its epic conclusion!

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January

February

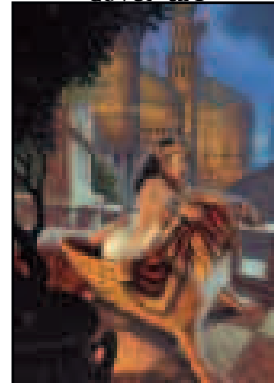
March

Backlist

1554 Litton Drive
Stone Mountain, GA
30083



cover art



shelzar: city of sins
by william o'connor

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LEGACY & LORE

Sword & Sorcery Studio launches the Player's Guide series — four books with a distinctive take on the archetypal D20 character classes.

by scarred Lands developer
Joseph D. Carriker

One of the foremost challenges that faces any role-playing campaign is one of ownership — the player should feel like they have a stake in the setting. Perhaps one of the best ways of doing this is by helping them find a place for their characters in the campaign world and its history. Our **Player's Guide** series will use one of the foremost mechanics of the D20 system — the character class — to do just that.

This series offers a balance of intriguing source material — like the role of a particular character class in both history and in the current-day campaign setting —

and great “crunchy” material — prestige classes, feats, equipment, magic items and more. It would be nearly impossible to do this in a “generic” fantasy context, however, so we've elected to use the Scarred Lands campaign setting as our launching point. This lets us draw upon a rich setting, but players should have little difficulty applying each **Player's Guide** to whatever campaign they prefer.

The first sourcebook, **The Player's Guide to Wizards, Bards and Sorcerers**, details ways in which GMs and players alike might enhance and focus

the roles of arcane spellcasters in their campaigns. It examines how those who wield arcane magic fit in the setting, as well as how their methods and powers affect the world around them. These beings wield some of the most powerful magics in the world, and their histories and influence can not be ignored.

The wizards section, written by Ethan Skemp, takes a look at the studious development of wizard magic and the ways in which it differs from the intuitive spellcasting of sorcerers. Wizardly magic is taught, rather than manifested, and an apprentice learns



*The Player's Guide to Wizards,
Bards and Sorcerers*



*The Player's Guide to
Rangers and Thieves*

far more than just spells from his mentor. This section explores the development of traditions of magic, from secret societies to national military elite, along with some of the historical development of wizards as thieves of power in the Scarred Lands.

In contrast, sorcerers wield their magics spontaneously, through the power in their blood. The sorcerers section, written by Kevin Kulp, examines the source of sorcerous powers — from mortals who carry the taint of Titans to those with dragon, demon and faerie blood lineages to those who establish pacts with extraplanar beings. Since sorcerous magic is something that might be passed on through heredity, the development of eldritch bloodlines, witch families and the Brahmin-like families of titanic high priests is also examined.

The bard section, written by Michael Gill, examines the strangeness of bardic lore. These chapters examine

keepers of cultural lore, steeped in the legendry and tales of their people and tapping into a strange source of magic that is similar, but not identical, to that of sorcerers and wizards. Cultures spawn unique traditions of bardic practice; the bards of a northern barbarian people are distinct from those of a coastal monarchy steeped in heroic lore. This section also examines some of the unique musical instruments and bardic epics of the Scarred Lands.

To further whet your appetite, check out the sidebar, which contains an excerpt from the wizards section of *The Player's Guide to Wizards, Bards and Sorcerers*. It examines the influence that a tradition of magic has on its practitioners. You can also see a new arcane prestige class, the adept of flame, on page 10.

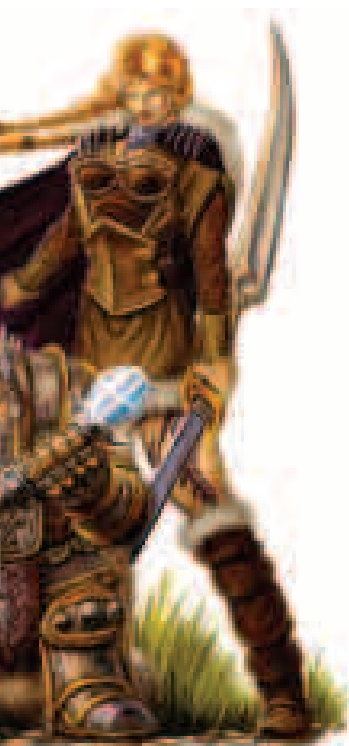
To get full details on all that is arcane, look for **The Player's Guide to Wizards, Bards and**

BROTHERHOODS OF LORE

Wizardry is the only magic that is truly taught. Clerical and druidic magic take the form of prayers, but the prayers themselves are not the key to power — it is the divine force inherent in the gods and titans that fuels the priests' spells. Rangers and paladins tap the same source, but once again, more out of faith and a link to the divine (or the titanic) than dogmatic prayer. Sorcerers use magic from instinct and birthright, and bards tap into their magic through the practice of other skills, but only wizards learn magic.

In that sense, though, wizardry is a form of culture. A wizard teaches his pupil not only how to craft and cast spells, but his own interpretations of what magic is and how best to access it. The student of a conjurer or necromancer will probably wind up with a remarkably different idea of what boundaries are acceptable to break than will the student of an illusionist or abjurer.

The traditions of wizardry in the Scarred Lands are diverse as bloodlines, and as prone to alter subtly over the generations. A group of desert wizards may release fireballs that explode in a soundless, searing burst reminiscent of the noonday sun, while the witches of a swampland may cast the same spell to call up hissing balls of lurid green and purple flame. To the former, fire magic is an effective method of drawing on the power of their environment; to the latter, fire magic is a single facet of the lethal side of witchcraft. The marks of a wizard's tradition are evident in the effects of his spells — whether that tradition is one that he inherited from generations of tutors, or one that he strives to invent for himself.



*The Player's Guide to
Fighters and Barbarians*



*The Player's Guide to
Clerics and Druids*



Spotlight on:



(Adf) Adept of Flame

prestige class from the *Players Guide to Wizards, Bards, and Sorcerers*

In ancient days, the servants of Thulkas oversaw the strength and prosperity of the El'Thamian Empire. Though the ear of the emperor belonged to the druidic pyromancer-seers, the defense of the empire rested squarely in the burning hands of the adepts of flame.

With the fall of the El'Thamian Empire and the Epoch of Thulkas, these ancient traditions were nearly lost. It was only through the efforts of the Last Adept, whose name has been lost to history, that this tradition continued among the nomadic tribes of the Ukrudan Desert.

Now, the few remaining practitioners of these ancient techniques usually hail from these tribes – or have stolen the secrets thereof. Though the practices of this prestige class are steeped in the worship of Thulkas, there are a few rare adepts of flame who do not adhere to these beliefs, instead giving their worship to Corean as the god of fire, or to Vangal as the god of destruction by flame. Indeed, though the prestige class was originally the province of flame-using sorcerers, there are some wizards that have learned these valuable secrets as well.

Hit Die: d4.

Requirements

To qualify to become an adept of flame, a character must fulfill all the following criteria:

Language: The Tongue of Thulkas.

Skill: Alchemy 8 ranks, Spellcraft 5 ranks.

Spellcasting: Must be able to cast *burning hands*, *protection from elements* and *fireball* as arcane spells.

Special: Must undergo training by an adept of flame. At the end of this period of training, the spellcaster undergoes the ritual that culminates in the drinking of a vessel of alchemist's fire.

Class Skills

The adept of flame's class skills are: Alchemy (Int), Concentration (Con), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Profession (Wis), Ritual Casting (Con, exclusive skill), Scry (Int, exclusive skill), Spellcraft (Int) and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the adept of flame prestige class.

Weapon and Armor Proficiency: Adepts of flame are proficient with simple weapons and no armor. Armor of any type interferes with the adept of flame's arcane gestures, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: Adepts of flame continue to advance in spellcasting ability. When a new adept of flame level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of adept of flame to the level of some

other spellcasting class the character has, then determines spell per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an adept of flame, he must decide to which class he adds each level of adept of flame for purposes of determining spells per day when he adds the new level. Levels in this class do stack for the purposes of familiar advancement.

Blood of Thulkas: The ritual that makes a spellcaster one of the adepts of flame ends in the spellcaster drinking a vessel of alchemist's fire and transmuting his own blood into a substance called the blood of Thulkas. Blood of Thulkas burns with an ephemeral flame when shed and rather than congealing, burning itself out, leaving only a thin layer of reddish ash. This ritual is traumatic to the health of the Adept, causing him to suffer the loss of one point of Constitution. This loss is permanent and the point cannot be regained through the use of curative magics (though the adept of flame may continue to increase her Constitution through level advancement as normal).

At 1st level, the blood of Thulkas grants fire resistance 5. As the adept of flame increases in level, the fire burns hotter. At 3rd level, it grants fire resistance 15 and at 5th level, the adept of flame becomes immune to fire damage. These are all extraordinary abilities.

Additionally, at 5th level, those within five feet of the adept of flame that strike her with a piercing or slashing weapon must make a Reflex save (DC 5 + damage inflicted) or suffer 1d4 points of fire damage as the searing blood splashes on the attacker and ignites. This damage increases to 1d6 at 7th level and 1d8 at 9th. This is a supernatural ability.

Circle of Fire: As the adept of flame increases in level, he unlocks greater secrets of fire magic, gaining access to spells he might not otherwise be capable of learning. These spells are added to the spell list of the adept of flame's primary spellcasting class, though they still must be gained in the normal fashion for that class. Additionally, the adept of flame is treated as having the Spell Penetration feat for the purposes of casting spells with the [Fire] descriptor.

Pyromancy: At 2nd level, the adept of flame learns

to gaze into flames in order to enhance his divination abilities. He gains the ability to cast *augury* once per day as a spell-like ability (this extends to 2/day at 4th level and 3/day at 8th level).

He also learns to use open flames to aid his other divinations. The adept of flame gains an insight bonus equal to his adept of flame level to all Scry skill checks that are performed in front of a fire of at least a foot across.

Finally, at 10th level, he gains the spell-like ability to use the spell *contact other plane*, once used to contact Thulkas himself. With the Divine War, the nature of this spell has changed, forcing adepts of flame to rely on the alien intelligences of the fiery elemental planes – unlike the normal version of *contact other plane*, this can only be used to contact the elemental planes. However, the stats for this summoning are treated as though the adept of flame were contacting a demideity of the Outer Planes.

Elixir of the Adepts: At 5th level, the adept of flame learns to incorporate his own volatile blood into his mixtures of alchemist's fire. The time to construct the elixir of the adepts is double the normal time to create alchemist's fire, though no more costly than normal.

Elixir of the adepts burns for 1d8 fire damage per round; the Reflex save DC to extinguish it is 20. In the rare instances in which it can be found for sale, a single flask of elixir of the adepts usually sells for 50 gp.

Flames of Purity: The burning blood of the adept of flame burns away toxins and contagion. At 6th level, the adept of flame may add a bonus equal to his level in this class to all Fortitude saves against poison and disease.

Touching the True Flame: At 6th level, the adept of flame's immersion in the spiritual essence of fire begins to manifest in her spells. Only half of the damage taken from spells with the [Fire] descriptor is actual flame damage – the other half is primal damage. Even those who revere Corean or Vangal inflict this damage, a cause for some concern in the faiths of both the Avenger and the Reaver.

Sacred Immolation: At 10th level, the adept of flame undergoes a metamorphosis. The blood of Thulkas has burned ever brighter as he has progressed in power until the very spirit of the adept of flame has caught alight in its power. The adept of flame receives the Ignan template.



CREATURE COLLECTION REVISED

by Scarred Lands Developer Anthony Pryor

A long time ago (the fall of 2000 to be exact), a groundbreaking volume was released to an eager public. Sword & Sorcery Studio's **Creature Collection** was the very first monster book for the new D20 system. From the Abandoned to Wyrmspawn, **Creature Collection** introduced over 200 monsters with full 3rd Edition statistics that game masters could unleash upon their campaigns.

The first in a highly successful series of D20 products from Sword & Sorcery Studio—including the 2001 ENnie-award winning **Creature Collection II: Dark Menagerie**—this volume was also instrumental in blazing the trail for third-party D20 publishers.

Of course, being first to the table has its disadvantages. The original **Creature Collection** was written long before the many official D20 publications that have since come out. Some inconsistencies were unavoidable. In addition, though it did not require the use of our Scarred Lands setting, the **Creature Collection** featured many monsters that have since become an important part of that popular campaign setting.

So, with a few years of experience under our belts as a leader in the D20 market, we have decided to release **Creature Collection Revised**. Reworked and updated from the ground up, this new volume features

corrected and improved monster statistics, expanded details about their roles in the Scarred Lands, and even new creatures to challenge GMs and players alike.

Fan input has always been an important part of Sword & Sorcery Studio products in general and of the Scarred Lands in particular. **Creature Collection Revised** also includes many changes and revisions suggested by fans of Scarred Lands products specifically and the D20 system in general.

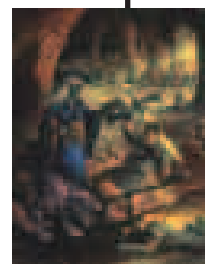
And for those who get ideas upon reading **Creature Collection Revised**, stay tuned. We plan to have more opportunities for collaboration between SSS and our fans.



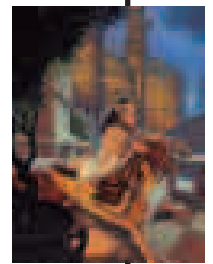
Creature
Collection
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Player's Guide
to Wizards,
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Penumbra
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page 13



Shelzar:
City of Sins
page 14

When revising **Creature Collection**, we decided that some of the original monsters were more suited to be template creatures. Here's a sneak peak at a portion of the new hag template:

Hag Templates

The hags of Mormo are more than simple creatures with the innate ability to cast spells—they are true witches, with the ability to master even the mightiest of enchantments and dweomers. To this end, the hags have been rewritten as templates, though they do have requirements (similar to those of prestige classes). Among these is the necessity of ingesting a strange concoction created by another hag and then being subject to a true ritual unique to the type of hag.

Hag, Storm

Combat

In combat, storm hags are prone to flying down, catching their prey in their hair and then swooping back up into the sky, where they maul their opponents one-on-one with their cruel claws and terrible teeth. If a storm hag is not happy with the way a struggle is going, she lets her prey drop to the ground and tries again after the fall has softened it up a bit.

Prerequisites

Gender: Female

Race: Human, half-elf, half-orc

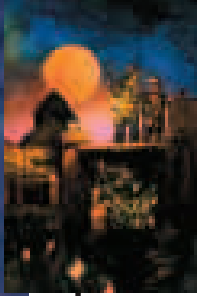
Spells: Must be able to cast spells as a druid.

Special: The would-be storm hag must be fed a special concoction known only to storm hags, which triggers the transformation into a storm hag. Treat this concoction as dark reaver powder poison (see the DMG, Chapter 3, "Poisons") for those who do not meet the rest of the prerequisites, above. Once the potion has begun to take effect, the would-be storm hag is subject to the Ritual of the Ineffable Gale.



Realms of Norrath

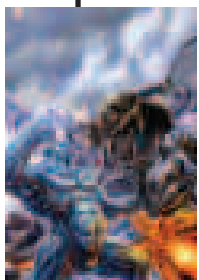
by EverQuest Roleplaying Game Developer Stewart Wieck



Realms of Norrath: Freeport page 12



Befallen page 13



Realms of Norrath: Everfrost Peaks page 14

Three books — the **EverQuest Player's Handbook (EQ PHB)**, **Monsters of Norrath** and **EverQuest Gamemaster's Guide (EQ GMG)** — form the core of the **EverQuest Roleplaying Game**. But the world of Norrath is truly revealed with the fourth book in the game line: **Realms of Norrath: Freeport**.

The first in a series of supplements that focus on particular regions of the game world, **Realms of Norrath: Freeport** exposes the world that has been so integral to the success of the EverQuest MMORPG.

Every several months — between other supplements for the **EverQuest Roleplaying Game**, such as one detailing the dungeon of **Befallen** — Sword & Sorcery Studios will publish a new **Realms of Norrath** sourcebook that will explore a new portion of this vast setting. Upcoming titles include **Everfrost Peaks** and **Faydark**, as well as a special hardcover volume that will feature a heretofore undiscovered continent of Norrath — a location new to both the RPG and the MMORPG!

As we embarked upon the design of the **EQrpg**, I knew from my own online experi-

ences that Norrath was a vibrant and exciting world full of adventure, with a rich history of many characters and events. Still, at the time, I didn't grasp just how much of this history was developed beyond what I saw on the computer screen. Because the online tidbits are so fragmentary, I believe the vast majority of MMORPG players likewise doesn't realize the world's complexity. The **Realms of Norrath** series allows us, as rpg designers and authors, to collect the available fragments and combine those with a wealth of additional information from the secret files of Sony Online Entertainment (SOE) — and then to share with you one of the most fully-realized fictional worlds in roleplaying or beyond.

And in those places where there are still some loose ends? Well, in some cases we've been given permission to tie them together, while in others we agreed with SOE that some things are best left unresolved... at least for now.

In **Realms of Norrath: Freeport**, author Owen Stephens compiles and creates an elaborate and detailed

history for not just this greatest city of Norrath, but also for thousands of square miles of land and ocean surrounding it. Detailed within are the following: the vast Commonlands, home to orc tribes; the desolate Desert of Ro, once the site of arguably the greatest civilization in the history of Norrath; and the tractless Ocean of Tears, populated both by super-sized dangers like the Allizewsaurus and man-sized mysteries such as the Oracle of D'Arnon.

Like the others of the series, this **Realms of Norrath** book contains more than collected revelations of history and geography. It also presents a host of adventure opportunities, especially in the quest format that's introduced in the **EQ PHB** and further developed in the **EQ GMG**. Where the history presented in this book immerses you, the reader, in the complexity of Norrath, the quests do the same for your character.

Still, the heart of the book remains the city of Freeport itself. The nearby sidebar demonstrates some of the seeming inconsistencies that combine to fashion this most interesting of roleplaying environments.

Excerpt from the Introduction to Realms of Norrath: Freeport

by Owen Stephens

Introduction

It has the biggest harbor in the known world. It has always been there, or so close to always no one can prove otherwise. It's the largest city, richest trading post, and most powerful military stronghold on the continent. It's also a city spilt between two public factions and a dozen hidden ones. It has been called the City of a Thousand Alleys, the Great Market, the Free City of Humans, and the Sinking Ship of Antonica. In previous ages it was called Wielle, Haven and Landing. Today it is known as Freeport, and it is the greatest city in the world.

Freeport is a city of contradictions. It controls hundreds of miles of land, but doesn't consider itself a kingdom. More money flows through its gates than any other nation, but many of its neighborhoods suffer crushing poverty. It was established by dark elves centuries ago, but now they are only found in its tunnels and sewers. It was ruled by orders of paladins and clerics, but now they can't walk openly along most of its streets. It's the one city every adventurer wants to see, but

it levies huge taxes on outsiders and rarely cares when visitors disappear. Though no race is forbidden to enter the city, the common resident's hatred of dark elves, ogres, trolls and iksar is so great the militia guards they sometimes kill such non-humans at the city gates. Despite this, the militia's leader works closely with a secret dark elf conspiracy, and in some places within the walls they operate openly.

People who have never seen the walls of Freeport tell stories of its gold-lined streets and open bazaars where all races gather peacefully to do business, but the reality is different. The city's streets are cobblestones at best, and often little more than wagon ruts in muddy paths. Many non-humans do own businesses in Freeport, but bigotry and prejudice is as common as any other civilized land. Despite all these failings Freeport truly is a wondrous city, for nowhere else do as many creatures from as many lands gather together in one place. Its dangers are opportunities for adventure, and its adventures an opportunity for greatness.

VAN RICHTEN'S LEGACY

A LOOK AT THE VAN RICHTEN'S GUIDES FOR RAVENLOFT

by Ravenloft Developers Jackie Cassada and Nicky Rea



Van Richten's
Guide to the
Walking Dead
page 13

It is with deep regret that I leave for what is, perhaps, my final journey in what has become a lifetime quest for the knowledge that will help shed light upon the creatures that lurk in the shadows of our world. I hope that, with these manuscripts detailing my efforts so far, I may enable those who come after me to carry the torch into the ever-present darkness that surrounds us. What manner of creatures have I yet to unearth? And how do I fight them with the materials at hand?

Surely when I am gone my labors will not have been in vain. Those who succeed me — and I must believe that others will take up my work — must never give up their searching. I have but scratched the surface of the task that I have set for myself. With each new day, some word comes to me of new and unfamiliar horrors. Rumors of creatures that lurk below

the surface of the world and in its most inhospitable corners, of terrors from the sea and deep within the insidious Mists drive me ever onward.

Someday, surely, I may rest and let others continue what I have done. But for now...

— Rudolph van Richten,
Unpublished Memoirs

The publication of **Van Richten's Arsenal: Volume I** continues a popular tradition of first-person sourcebooks detailing the methods of combating the various creatures that inhabit the Dread Realms. Fans of **Ravenloft** can look forward to additional sourcebooks in this vein starting in 2003.

Van Richten's Guide to the Walking Dead arrives in February and will spotlight myriad walking, shambling, crawling and lurking animate corpses. Later in the year, **Van Richten's Guide to the Shadow Fey** will uncover the secrets of the elusive inhabitants of the mysterious Shadow Rift.

Horror works best on a personal level, and the **van Richten Guides** focus on personal, first-hand accounts of encounters with the supernatural inhabitants of Ravenloft. By creating a "you-are-there" tone that evokes the atmosphere and style of the Gothic fantasy environment, these books do double duty. They provide information for players and DMs to use in their games and they help create a mind-set that helps everyone enter into the spirit of the **Ravenloft** universe.

In addition, the **van Richten Guides** continue a beloved and popular tradition that bridges the gap between the previously published **Ravenloft** material and the new sourcebooks for the D20 system. Fans of the original **Ravenloft** game and newcomers alike can draw much more than just the facts from these elegant and user-friendly guides.

And what better way to meet the people that kill the monsters than through their own words?



Eldritch Might and More

An Interview with Monte Cook

Malhavoc Press, the design studio run by 3rd Edition codesigner Monte Cook, is perhaps best known for its popular **Books of Eldritch Might**. This winter Malhavoc gives us the third volume in that series, as well as some good news for players of clerics, paladins, and other divine spellcasters.

Sword and Sorcery Insider: Your **Book of Eldritch Might III: The Nexus** is coming in January. Will we see more arcane spells, feats, classes, and magical items in it, as with the previous two volumes?

Monte Cook: Yes, but there's a new twist. The book details a magical location called the Nexus, a place filled with portals that lead to other sites of arcane importance, like a floating city at the heart of an eternal storm, a labyrinth of icy caves where wizards freeze emotions and memories for storage, and a magical pool controlled by capricious fey creatures. The book details some of these sites, so all the new rule material in this volume is associated with a given location. Each of these unique magical sites has a map, a history, and so on, to make it easy to use them in campaigns. The player characters then interact with the location and its inhabitants to gain access to the new rules material — or players can just pick up the new spells and things to use independent of the locales.

SSI: After two previous arcane sourcebooks, do you find it difficult to go back to the well of Eldritch Might a third time?

Monte: Not at all. In fact, I was surprised that, even with the third book, there are still more ideas that I didn't have room for.

I particularly want to do some innovative things with paladins, channeling energy (turning undead), and a completely new way to deal with alignment.

— Monte Cook

SSI: You have another "mighty" book due out in March. What's the difference between "Eldritch Might" and your next title, the **Book of Hallowed Might**?

MC: Hallowed Might is to divine spellcasters what Eldritch Might is for arcanists. This book has material for clerics, paladins, and druids — new spells, feats, items, and classes. I particularly want to do some innovative things with paladins, channeling energy (turning undead), and a completely new way to deal with alignment.

SSI: So is this "Hallowed Might" material stuff I can use against your vile creations in a certain Wizards of the Coast sourcebook?

MC: Exactly. This is our way to arm the PCs to fight against the forces of "vile darkness."

SSI: Malhavoc Press will be two years old this spring. How has the imprint changed since the release of your first **Book of Eldritch Might**?

MC: Well, we've really geared up with a lot more titles in the works. We've brought on veteran designers Bruce Cordell and Sean Reynolds to work on a lot of products. We've updated the "look" of our books and have begun employing some of the very best fantasy artists out there — rk post, Arne Swekel, Quinton Hoover, and more.

SSI: What is it about your magic-related titles that gives them a "Malhavoc stamp," compared to products from other D20 companies?

MC: Two things, I think: solid mechanics and a truly innovative approach. I don't want to do the "obvious" material or cover well-trod ground. It's boring to me and it's boring to players. I want to provide usable, creative stuff for players to add to their games. I think that's why people usually mention the **Books of Eldritch Might** when they talk about D20 products they actually use frequently in their games. As an example, **Book of Eldritch Might III** features a whole new way for dealing with intelligent magic items. They gain levels like any intelligent being, and have their own advancement table, their own skills and feats, and so on.



Book of Eldritch Might III: The Nexus, page 12



Book of Hallowed Might, page 14

With wizard-frozen memories, new alignment systems, level-gaining magic items, and more on the horizon, players and DMs can continue looking to Monte's Malhavoc Press for new D20 surprises. Keep up with all the latest news at www.montecook.com.



Necromancer

Judges Guild Returns

2003 MARKS THE RETURN OF JUDGES GUILD TO FANTASY ROLEPLAYING! by Clark Peterson, Necromancer Games

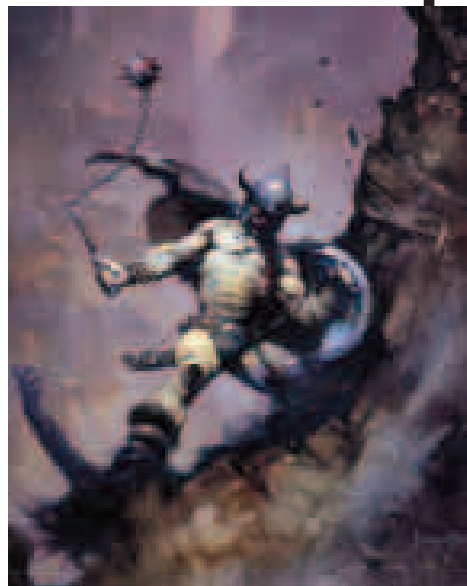
Judges Guild products were wildly popular back in the days of first edition fantasy roleplaying. Necromancer Games continues its tradition of restoring "First Edition Feel" to the Third Edition game, this time with classic Judges Guild products like the **City-State of the Invincible Overlord**, the **Caverns of Thracia** and the **Wilderlands of High Fantasy** campaign setting.

Necromancer Games begins its 2003 Judges Guild line with a **Players Guide to the Wilderlands**. Similar to the **Scarred Lands Gazetteers** or *Greyhawk Gazetteer*, this 48 page book introduces new players and reacquaints old fans with the unique world of epic adventure that contains the Wilderlands and City State setting. It provides an overview color fold out map showing the

larger features of the campaign world as well as historical and game details unique to the Wilderlands. It also provides a short summary of the **City-State of the Invincible Overlord** — the main setting location of the Wilderlands — allowing players to begin a Wilderlands campaign right away.

Later in 2003, Necromancer Games will release the updated **City-State of the Invincible Overlord**. This product will include all the original maps as part of a greatly expanded and updated hardcover book detailing the denizens of the City State, its locations, adventure ideas and NPCs. It will also contain the rare **Wraith Overlord** material, completely detailing the city both above ground as well as the twisting complexes beneath.

Necromancer Games will cap the setting release with the **Wilderlands of High Fantasy Boxed Set**, which details the entire Wilderlands Campaign in extraordinary detail. The boxed set will have 18 full-sized maps (matching the original set) as well as two softcover books providing details on every city, castle, feature, island and lair — *plus* information on how to run a campaign in the Wilderlands, more extended background material, prestige classes, sea travel and sea combat rules and a host of new monsters!



Once the core Wilderlands setting is released with the **Players' Guide**, the **City-State** and the **Wilderlands Boxed Set**, Necromancer Games will continue to support the setting with adventures and other location supplements such as the **Caverns of Thracia**, a classic adventure module; **Thunderhold and the Sunstone Caverns**, a supplement detailing a dwarven citadel allied to the City-State and its nearby caverns; and a large collection titled **Wilderlands Adventures** that contains 20 short adventures specific to the Wilderlands setting for all character levels.

Whether you are a veteran Judges Guild fan or whether you are a player looking for a new realm of magic and excitement, 2003 will be your year — the year of Judges Guild!





f i c t i o n

THE DEAD GOD RISES, BUT AT WHAT COST?

Best-selling author Richard Lee Byers brings his **Dead God Trilogy** to its dramatic conclusion in **Scarred Lands: Forbidden**. In the previous two titles (**Scarred Lands: Forsaken** and **Scarred Lands: Forsworn**) readers have followed the adventures of Vladawen Titanslayer, the elven priest of a god killed during the great Divine War against the titans.

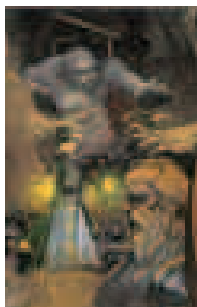
With their god dead — and its very name erased from memory — the elves have become forsaken, losing their

immortality and spawning only deformed and twisted children. Vladawen, in an effort to save his people, seeks to resurrect the god he calls That Which Abides. In so doing, he has sparked a holy war in the kingdom of Darakeene, bargained with the Goddess of Murder herself, and made friends and enemies across the Scarred Lands.

In this final book, Byers brings all of the elf's battles to a head. Belsameth and her agents have played Vladawen like a puppet and usurped the

resurrection of That Which Abides. They want to see a god of evil born in the place of good and have no qualms about casting aside the elves forever. And Vladawen, the only person who might stop them and redeem his god, lies dead in the middle of the great Ukrudan Desert.

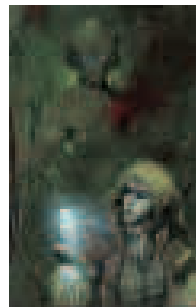
To save him, his friends must bargain with necromancers, and then he must face Kadum, one of the very titans his god died defeating. Resurrection, after all, has its price!



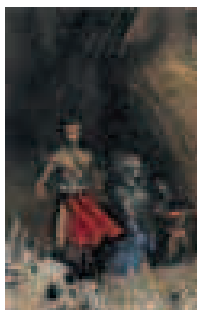
Scarred Lands: Forsaken
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MORE STORIES OF ADVENTURE!

There are many more adventurous heroes and terrifying villains across the Scarred Lands. See many more of them in **Champions of the Scarred Lands**, the anthology of tales from this exciting high-fantasy setting. The story of Vladawen and Lilly starts therein, but so do many more epics in the making. See Andaleis the Incarnate face others of his rare breed. Watch Meerlah the bard-singer play the game of courtly intrigue in Calastia. Face evil head on with Barconius the Paladin of Corean! Ten stories of adventure in all.

Champions of the Scarred Lands by Stewart Wieck, ed.
(WW11660; ISBN 1-58846-808-9; \$6.50) On sale now.

Characters Galore!

The **Dead God Trilogy** brings the reader across the Scarred Lands and face-to-face with a variety of exotic characters. The following are just some of the heroes and villains of our tale.



Vladawen Titanslayer:
The star of the Dead God Trilogy, Vladawen was once high priest of the god of the elves who slew the mighty Titan Chern during the Divine War. Now, he fights to save his people by resurrecting his god, but finds he has to sacrifice all those he loves to do so. Is it worth it?



Andelais:

A half-elf with a soul that goes back to the dawn of time, the druid Andelais meets Vladawen when they both arrive in Hollowfaust, the City of Necromancers.



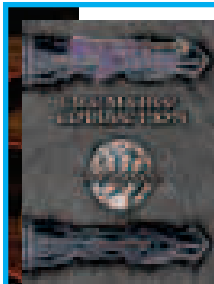
Katonis Woodarbor:

A ranger in the famed Vigils of Vesh, Katonis becomes a fellow traveler of Vladawen's in the Dwarf city of Burok Torn. There the two face dark elves and high gorgons and forge a friendship that faces a grave test in the last battle to save That Which Abides.



Dar'Tan:

The dark master of the Penumbra Pentagon, Dar'Tan works to usurp the resurrection of That Which Abides. Will Vladawen's salvation damn the Scarred Lands to darkness and evil?



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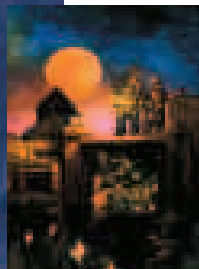
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Retail Price: \$29.95 U.S. Page Count: 240
Authors: Michael B. Lee, Geoff Grabowski, Stephan Wieck and more
Developer: Joseph D. Carriker, Jr.



Realms of Norrath: Freeport™

In through the Gates

As one of the largest cities

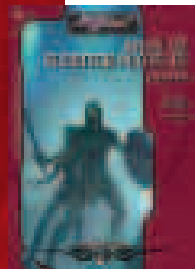
in Norrath, and the gateway from the continent of Antonica to Faydwer to the east, Freeport abounds with adventure. From intrigue within as the paladins of North Freeport face off against the supposedly corrupt guardsmen who control the remainder of city, to the threats from all the nearby regions (tribes of orcs, the dark elf city of Neriak and more), Freeport is the crossroads that heroes seek.

Out through the Sewers

This first setting sourcebook for the **EverQuest® Roleplaying Game** contains a map and description of the entire city of Freeport, from the docks in the east to the areas of worship in the north to the wizard guilds nestled squarely in the city's center. Also included are descriptions for scores of NPCs, ideas for dozens of adventures and much more.

ISBN: 1-58846-128-9 Stock #: WW16510
Retail Price: \$23.95 U.S. Page Count: 144

Author: Owen K. C. Stephens
Developers: Stephan Wieck & Stewart Wieck



The Book of Eldritch Might III: The Nexus™

Sites of Timelost Magic

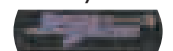
The world is riddled with sites of arcane power, from the Pillars of the Sky to the primeval fortress where dragons first taught magic to mankind. These locales, inhabited by beings of great mystery and power, resonate with ancient might. Though they are found far and wide, the Nexus links them all.

The Nexus Binds Them All

Discover exciting magical locales and tap into their might with this D20 sourcebook for all things arcane. These fully statted, stand-alone sites introduce new mythic levels to any campaign. Use them with all-new prestige classes, spells, creatures, magical items and feats that directly tie in to the sites. Rules for magical travel along the pathways of the Nexus let characters enter each locale, and detailed treatments of the NPCs who dwell there provide a ready-made roster of allies and enemies.

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Author: Monte Cook Artist: Kyle Anderson



Creatures of the Dreamseed™

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Compiled by Friar Domenico during a seven year pilgrimage across post-apocalypse Europe, this journal contains observations and sketches of the many bizarre creatures of the Dreamseed. With this tome, the church and its angelic orders may better know the horrors that plague the world.

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Developers: Oliver Graute & Oliver Hoffmann
Artist: Dieter Jüdt

Cover of German edition shown



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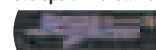
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ISBN: 1-58846-134-3 Stock #: WW16700
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Authors: Aaron Voss and Jeff Holt
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ISBN: 1-58846-110-6 Stock #: WW8306
Retail Price: \$23.95 U.S. Page Count: 160
Authors: Kevin Kulp, Michael Gill
and Ethan Skemp
Developer: Joseph D. Carriker, Jr.



The Penumbral Pentagon™

Lords of Shadow

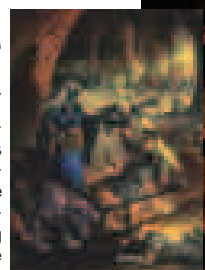
Two decades ago, the cabal of shadow-wizards known as the Penumbra Pentagon nearly overthrew the paladins of Mithril and almost replaced the shining city's theocrats with the Pentagon's own dark regime. Survivors of the shattered Pentagon fled into the Kelder Mountains. Today, led by the malicious dark elf Dar'tan, the Penumbra Pentagon has grown strong once again and prepares to exact its revenge upon Mithril and the entire Scarred Lands!

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ISBN: 1-58846-185-8 Stock #: WW8316
Retail Price: \$18.95 U.S. Page Count: 88
Author: Bruce Baugh
Developer: Anthony Pryor



Van Richten's Guide to the Walking Dead™

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Skeletal hands thrust from the earth to snare the unwary as the stench of the soulless, walking dead fills the night. Foul, unliving denizens crowd the graveyards and haunt the ruins of the lands within the Mists.

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ISBN: 1-58846-085-1 Stock #: WW15011
Retail Price: \$22.95 U.S. Page Count: 128
Authors: Ryan Naylor, Chris Nichols
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Developers: Jackie Cassada and Nicky Rea



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In a few days, the rising blood moon will reveal the resting-place of the soul amulet of a forgotten demon prince. A dark lord seeks the amulet — and if he finds it, ultimate power shall be within his grasp. Someone must stop him and his diabolical scheme before evil is unleashed! But for the heroes to beat the dark lord to his prize, they must travel through time and conquer demonic foes!

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ISBN: 1-58846-099-1 Stock #: WW8375
Retail Price: \$13.95 Page Count: 64
Author: James Collura
Developers: Bill Webb and Lance Hawvermale
Producer: Clark Peterson



Befallen™

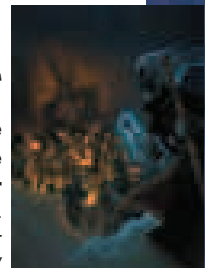
Death Befalls the Living Who Dare Enter

Once a place of meditation and worship for an order of monks, Befallen is now populated by hordes of undead. Located near — too near — the city of Freeport, Befallen poses a constant threat to the city and its trade, especially with the halflings of Rivervale located beyond the Commonlands in which Befallen lies.

Undead Galore

This first adventure for the **EverQuest® Roleplaying Game** contains a complete map and list of inhabitants for the dungeon known as Befallen. Also included are areas and NPCs not present in the online version of the dungeon.

ISBN: 1-58846-129-7 Stock #: WW16520
Retail Price: \$10.95 U.S. Page Count: 48
Author: Owen K.C. Stephens
Developers: Stephan Wieck and Stewart Wieck



Scarred Lands: Forbidden™ (Dead God Trilogy™, Book 3)

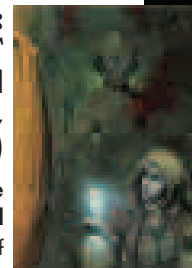
To the Edge of the World

Vladawen, high priest of the forgotten god of the elves, is on the verge of abandoning his epic quest to resurrect his deity. He has sacrificed all in His forgotten name, gaining little for his suffering but the scorn of those he loves and the dubious patronage of the Goddess of Murder herself, Belsameth. Desperate and despairing, the elf journeys to the depths of the Sea of Blood to face Kadum, the chained titan. Can one deity resurrect another? And at what cost?

About the Author

Richard Lee Byers is the author of many fantasy and science-fiction novels, including **Tribe Novel: Children of Gaia™**, **Dark Kingdoms™** and the previous installments of the **Dead God Trilogy**.

ISBN: 1-58846-811-9 Stock #: WW11663
Retail Price: \$6.50 U.S. Page Count: 288
Author: Richard Lee Byers
Editor: Philippe Boule



Shelzar: City of Sins™

Shelzar the Wicked

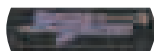
It is said that the exotic city of Shelzar can provide any vice, and that anything can be bought there if one has the gold. Venture to the most wicked and decadent city of Ghelspad, learn its secrets and partake of its pleasures — but never let your guard down, for death comes as quickly as delight in Shelzar's smoke-filled chambers and shadowed alleys.

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ISBN: 1-58846-146-7 Stock #: WW8327
Retail Price: \$21.95 U.S. Page Count: 128
Authors: Dave Brohman and James Maliszewski
Developers: Anthony Pryor



The Book of Hallowed Might™

The Strength of the Heavens

Those who wield power channeled from the gods command the very forces of creation. Whether from a pantheon of deities or from the spirits of nature, this divine energy is potent evidence of the wielder's faith.

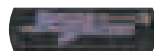
The Magic of the Divine

This tome offers exciting options for workers of divine magic — including new spells, classes, magic items and feats. Plus, it includes an all-new look at the paladin class. *The Book of Hallowed Might* supercharges divine spellcasters, from clerics and priests to paladins, druids and rangers. And they'll need that extra edge when it comes time to face off against the vilest forces of evil...

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ISBN: 1-58846-108-4 Stock #: WW16103
Retail Price: \$10.95 U.S. Page Count: 48
Author: Monte Cook

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Realms of Norraht: Everfrost Peaks™

Frozen Men Tell No Tales

Though frozen and dangerous, the northwestern portion of Antonica, Norraht's largest continent, is not barren. The hardy barbarian race calls this region its homeland, and its capital city of Halas allows some refuge from wintry storms. Unfortunately, snow orcs, ice goblins, giants and an awesomely powerful dragon named Lady Vox also claim ownership of the mighty tundra of Everfrost and all that lies adjacent to it.

But a Flagon of Hard Drink Thaws the Lips

This core setting campaign book includes information on the land and inhabitants of many regions of Antonica, including the dungeon of Permafrost Keep, the city of Halas and the Everfrost Peaks themselves. This book also includes a never-before-seen portion of Norraht — the dungeon of Miragul's Menagerie. The lich Miragul is not content to wander the frozen caves of Everfrost Peaks, and the designers of *EverQuest®* feel the same. But his dungeon home has never been completed... until now!

ISBN: 1-58846-131-9 Stock #: WW16511
Retail Price: \$23.95 U.S. Page Count: 144
Author: SSS Staff

Developers: Stephan Wieck & Stewart Wieck

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